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Free Inside

GameCube Special

We tell you why GameCube rocks

POKÉMON STADIUM 2

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The Pokémon crew return for their final N64 showdown

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Exclusive Cube news

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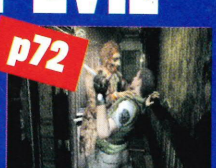

WAVE RACE

Get set for a GC soaking

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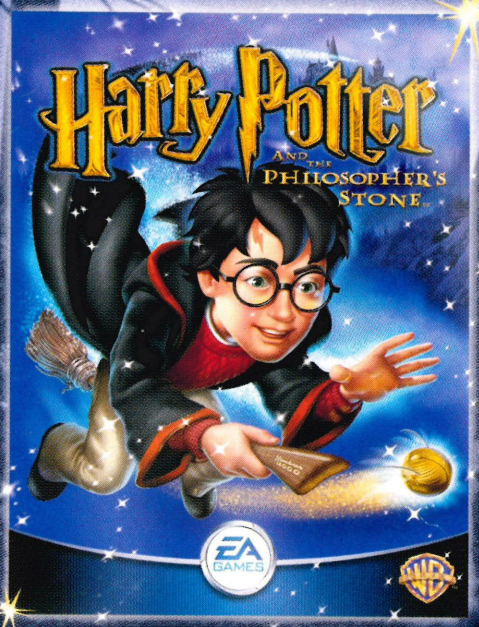
It's only you.
Oh and You-Know-Who.



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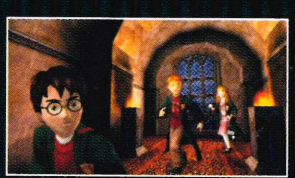

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Quick flick! The 'Cube is here and we've got the first play of Wave Race, p6

Nintendo® OFFICIAL MAGAZINE

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GameCube Special

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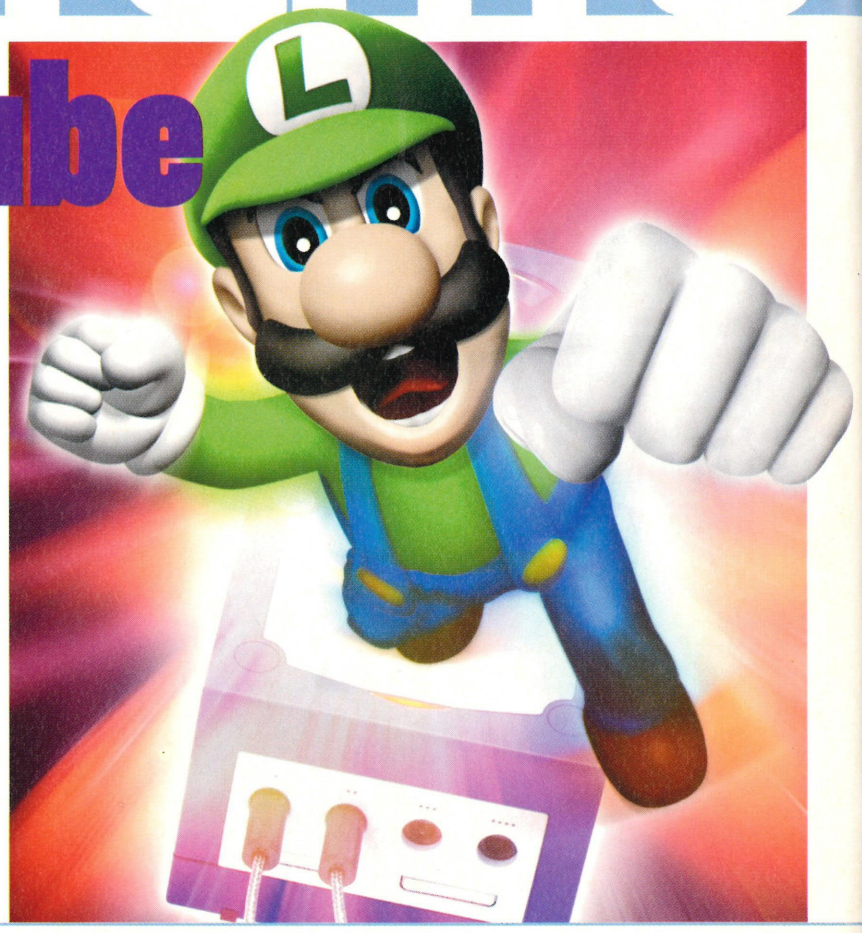

We show you...

- The games you must have
- GBA & GameCube link up
- GameCube peripherals

GameCube has been launched in Japan and we've got the full story in our 12 page special

- ☑ First ever playtest
- ☑ All you need to know

Wave Race Blue Storm

We hit the surf for the first playtest of this stunning GameCube white water racer.

Go to page 6

GAME NEWS

☑ New games ☑ First and best

Breath of Fire, Broken Sword, Crazy Taxi, Denki Blocks, Driven, Ecks Vs Sever, ISS, NHL Hitz 2002, No Rules, Phalanx, Simpsons Road Rage, Shaun Palmer's Pro Snowboarder, Tekken Advance, Tetris Worlds, Wario Land 4, WWF Road to Wrestlemania, Resident Evil ▼

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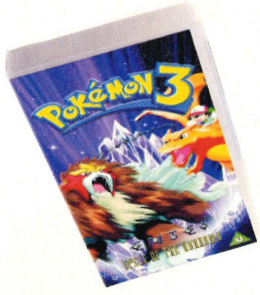

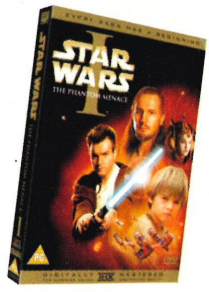

REVIEWS

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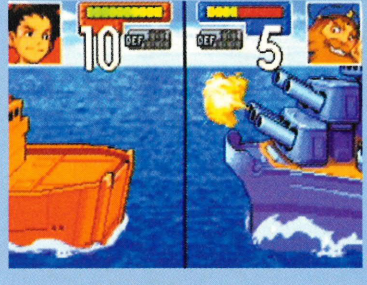
Every new game out this month

Pokémon Stadium 2 p18 ▼

Pikachu and his Pokémon pals are back for one last awesome battle fest on your N64.

Advance Wars page 24
The GB Advance delivers with one of the best war sims ever created.



Final Fight One page 26
Classic arcade beat 'em up action slams onto GBA.

BackTrack page 28
GBA blasts into orbit for its first corridor shooter.

Plus! Steven Gerrard's Total Soccer 2002, Lego Racers 2, Lady Sia and ESPN Final Round Golf 2002.
From a festival of footy to racing fun, your palm pal has got it covered. More GBA reviews on page 30.

BLAG FEST

Step right up for this month's great Blag Fest prizes. You can win...

- Star Wars Episode One DVDs
- The latest Sonneti jackets
- Red hot Pokémon 3 videos

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GAME GUIDES

Play to win every time!

Pokémon Stadium 2 ▼ p54

The game's out this month and you can win every cup with our in depth guide.

Paper Mario page 60
Bowser's nabbed Peach! Must be a job for Mazza as we storm the first stages.

Official Tips page 46
We've got the best N64 and GBA tips.

Your Tips page 50
Send in your hints and you could win.

Your Scores page 52

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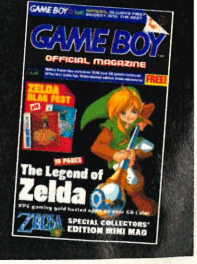
First and best

Legend of Zelda Oracle of Seasons and Ages p2
8 page GBC reviews special.

Blag Fest p16
Win limited edition copies of the GB Color Zelda quests.



Game Info

By: **Nintendo**
Type: **Racing**
Release: **TBC**

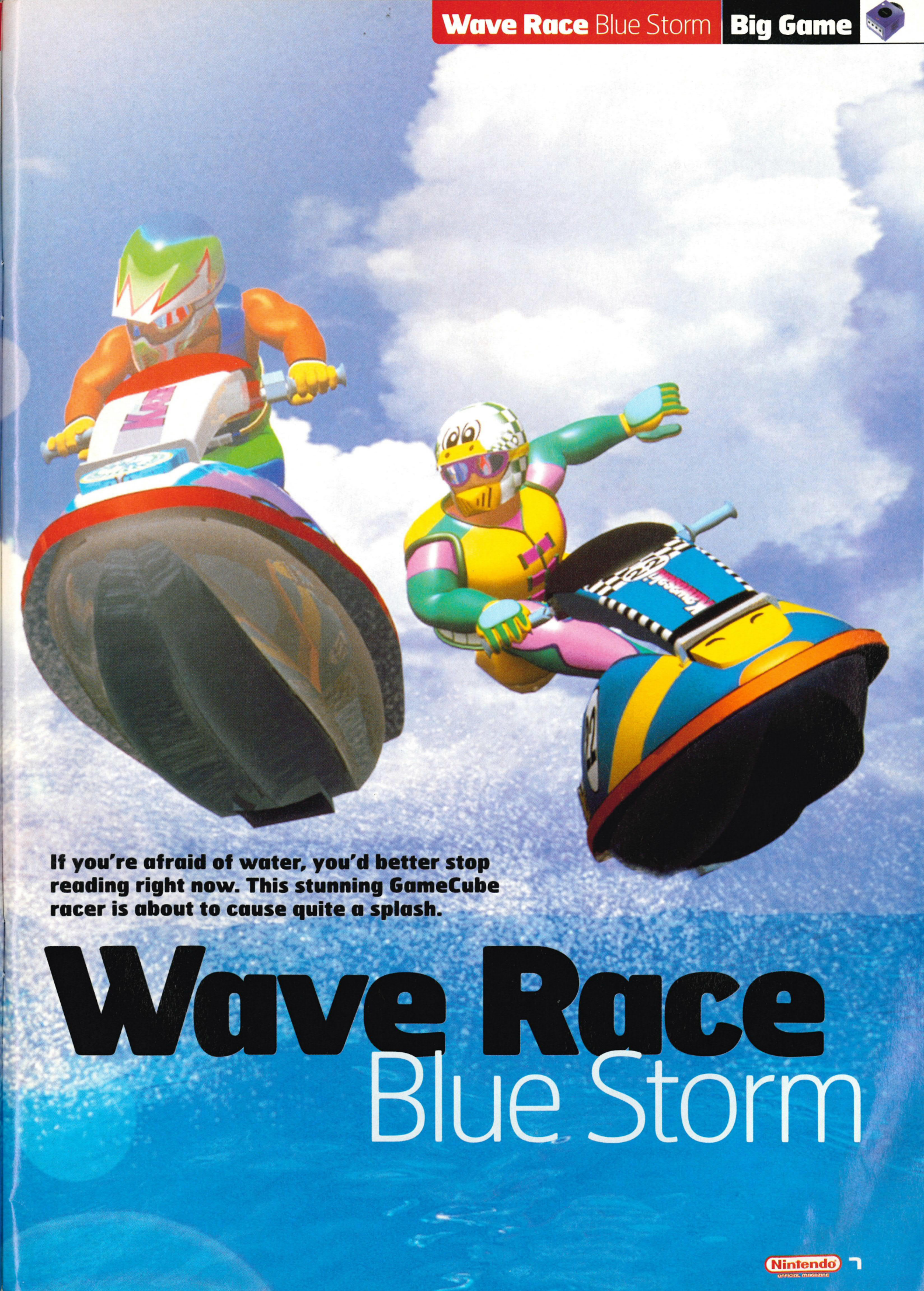
The next episode

Wave Race 64 was a top game, so what better way to launch a new console than by releasing a turbo charged sequel.

Wave Race Blue Storm still has all the thrills of the N64 original, combined with one major difference, the power of GameCube.

We've had the chance to get to grips with this watery racer to let you know what to expect when it hits these shores next year.

▶ **Prepare to want this game. We can confirm that it plays as good as it looks. If this is the future, count us in.**



If you're afraid of water, you'd better stop reading right now. This stunning GameCube racer is about to cause quite a splash.

Wave Race Blue Storm

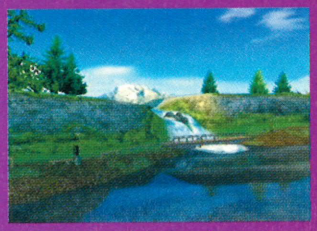
Water lovely view

As soon as you load up Wave Race Blue Storm, you can't fail to be impressed by the fantastic look of the game.

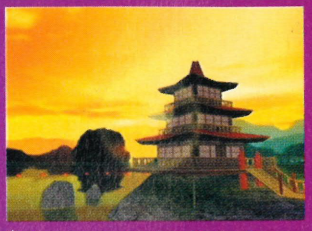
The stunning water effects seen in the first game have been brought bang up to date using the awesome power of the GameCube.

If any of your mates doubt the power of Nintendo's new machine, a few minutes looking at this should change their tiny minds.

It looks so good that it's as if you could dip your hands into the screen and wash your face. Ocean beds swarming with turtles, city skylines and ice clear arctic pools are all here in fabulous detail.



▲ The water effects were impressive on the N64, but the effects on display in Blue Storm are simply breathtaking.



▲ A gorgeous sunset on the horizon and not a hint of fog in sight. We're astounded at how good this game looks.

▲ If you fancy going to Venice for your summer holidays just make sure that the Wave Race boys and girls aren't in town when you arrive or you'll get soaked.

Buoys, Buoys, Buoys

The object of the game is simple, race around courses, beat your rivals and make sure you pass the buoys on the correct side.

Don't worry if your memory's not too good, because the buoys have enormous arrows above them to remind you where to go.

Once you pass five of the buoys without missing one, you'll receive a turbo which gives your jet ski a short burst of speed.

But if you do miss a buoy, then you'll suffer a small amount of power loss. More importantly, you'll lose any turbo you've built up so far.

▲ The buoys are easy to see. On a clear run like this you can see far into the distance and plan your next move to shave seconds off your race time.

▲ Even at night, the large illuminated arrows mean that you'd have to be a bit silly not to see the buoys. Get a good line and you'll leave them for dead.

▲ Miss a buoy and the computer will soon let you know. You'll also have lost all the turbo that you've built up. Better hit the front and stay there this time.

Like putty in your hands

Enough about graphics, as all the good looks in the world won't save a game if it handles like a Robin Reliant stuck in mud.

Luckily this is not the case. Control takes place with the 3D Stick, and by pulling it back and to the left or right you'll get a sharper turn.

If you need to take serious evasive action, the controller's shoulder buttons will also enable your jet ski to make a tighter turn.

The A button provides acceleration and the Z allows you to let rip with a turbo when you finally get your hands on one.

▲ On the early stages, sharp turns are few and far between but the number increases rapidly as you progress.

◀ These slalom style buoys are a typical feature on a Wave Race course. Try to keep a straight a line through them.

Hard water

Mastering the controls is an absolute must because Wave Race Blue Storm is an extremely tough nut to crack.

Even if you know the courses like the back of your hand, you're still not home and dry. Remember, the races take place on water.

The wet stuff means tides, waves and spray. No two laps are the same, so you'll really have to know how to handle your craft.

Then there's the opposition. They're not going to take a back seat and let you steal the limelight. They want to cross the line first as much as you do, so steel yourself and take no prisoners.

▲ The tides and waves differ on each race lap. This means that no two races are ever the same, so make sure you learn to control your craft.

▲ Using the turbo at the right time is important. You don't want to be flying at top speed just as you reach a tricky part or it could be curtains for you.

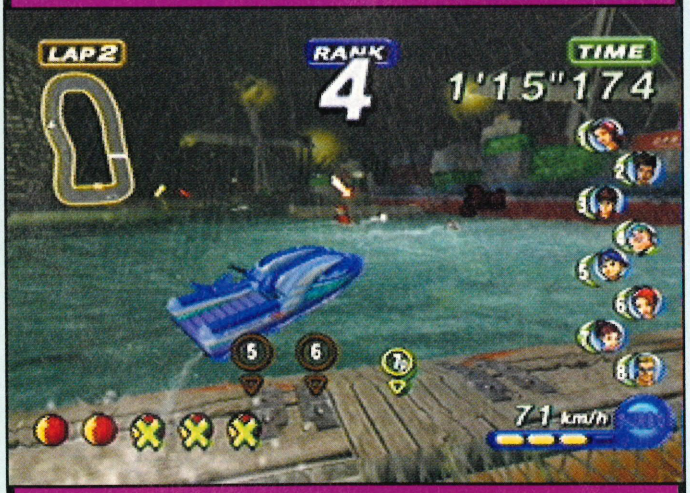
Rapids rage

Unlike some racing games where your opponents are nothing but sacrificial lambs, the other riders in Wave Race are mean. Really mean.

Even if you win with a clear run, you can bet that the second place racer is less than a second behind as you cross the line.

This makes the game incredibly demanding on your concentration, as one lapse to shout at your little brother could spell disaster for you.

Your rivals will cut across you, ride the back of your boat and use short cuts to finish first, so you'll have to use every dirty trick in the book.



▲ You're cruising along nicely without a care in the world, just enjoying the view. Then from nowhere a rough opponent appears and scythes you down. Curses.

▲ Don't expect any special treatment from the rest of the pack. They're as hungry for victory as you.

▲ On more difficult levels, one mistake can mean the difference between cruising home first or finishing last.

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CARTOON NETWORK

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A matter of course

There are seven different areas in Wave Race with 18 tracks on which to race. To get them all, you'll have to be seriously good.

You begin the Championship mode by racing on four different tracks. If you finish with enough points, you'll unlock the Arctic Cool ocean circuit.

On the hard level, you race over five circuits and unlock Aqua Maze, while on expert mode you race over six tracks to try and unlock Victory Gate.

Let's have a closer look at the courses in which you'll first find yourself competing. Try not to drool too much, Nintendoids…

Ethnic Lagoon

These oriental based tracks have a wonderful ethnic feel. On the second and third visit the sun set adds a warm glow to the skyline.

The tide here is calm and there are very few sharp turns. An excellent place to start racing that allows you to get to grips with the controls.

▲ Hit the accelerator as soon as the green lights come on to get a turbo start.

▲ The best place to turbo is along this straight, in line with the first yellow buoy.

▲ The only sharp corner comes at the end. Take a wide racing line to get round.

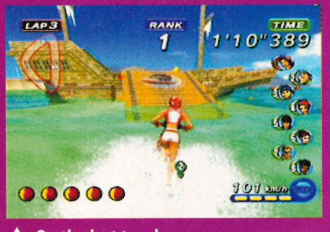
▲ Gentle turns and few buoys makes this a great place to learn the game's controls.

Southern Island

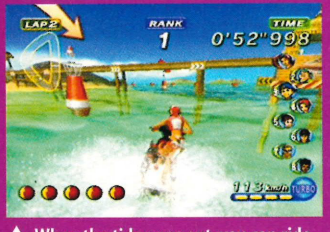
After a gentle introduction to the game, you're dropped in at the deep end at Southern Island. Get ready for some waves!

The main feature of Southern Island is the tide. As you race round, it goes out revealing obstacles and uncovering short cuts.

▲ Head for this ramp on your first lap to find a handy short cut across the jetty.



▲ On the last two laps, a ramp appears on this ship. Head across to save time.



▲ When the tide goes out, you can ride under the jetty. Don't hit a rough wave!

▲ Look under the water and you'll see turtles and dolphins swimming beneath.

Aspen Lake

Calm and peaceful. The still waters of Aspen Lake should provide a break from the fierce tidal waters from Southern Island.

Unfortunately, being set in the heart of the Rocky Mountains means that boulders have found their way into the lake causing major headaches.

▲ This waterfall creates a wave that'll knock you off course if you're not careful.

▲ Be careful not to run into this weed at the lake's edge as it will slow you down.

▲ Hitting the posts hardly slows you down. Go on, ride like a maniac!

▲ Get up enough speed and you can use a ramp to jump over the bridge.

City Harbour

Set in a nameless city somewhere in the world, you must negotiate cargo ships and the giant crates they toss into the sea.

This race is set during the night, and as an added challenge, the weather is usually awful with the rain lashing down into your face.

▲ Rain usually lashes down, so extra concentration is needed at City Harbour.

▲ Go behind this ship and you'll miss three buoys but you'll build up a lead.

▲ Watch for containers that are thrown into the sea as you can use them as ramps.

▲ The water's littered with junk. Smash through crates, but watch out for barrels.

Short cuts

Playing fair and sticking to the rules is all very well and good, but if you want to win you've got to bend the rules just a little bit.

There are two types of short cut in Wave Race, the obvious and the not so obvious. Finding both is essential to victory.

The obvious ones are like those that require you to turn right at an iceberg instead of left to reduce the distance you have to race.

The not so obvious, and the much more fun kind, involve you using ramps and turbos to break through walls and leap over obstacles to victory.

▲ If you can't beat them, you've got to cheat. There are loads of short cuts to hunt out on each water course. Use them to give you that added edge.

▲ The obvious short cuts manage to shave a couple of hundredths off your lap times. You may not find them all in one race, but keep searching for them.

▲ Finding breakable walls and smashing through them at 100mph is where the real fun's at. Find this Ethnic Lagoon short cut as it's a real winner every time.

Stop the voices

While the sound effects and music are of a high standard, there's one sound effect that we can all live without.

Each racer has a personal commentator who gives you hints, congratulates your successes and gets irate when you make mistakes.

Every time you pass a buoy successfully, the commentator says something stupid and it gets irritating very quickly.

The worst voiceover is Nigel Carver's commentator. He's supposed to be a Cockney geezer, but when he says "Hit the garse," you have to wonder exactly which part of London he's from.

▲ It's lucky NOM doesn't come with sound because the voices in Wave Race are really very annoying. Just you wait until you play it, Nintendoids!

▲ Nigel Carver's commentator is the most annoying. His rubbish Mockney accent will have you reaching for the TV remote to turn him down.

Ed, Edd + Eddy™

NEW EPISODES

CARTOON NETWORK

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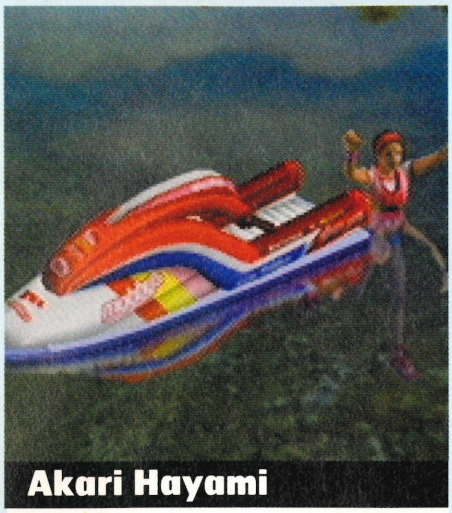
Runners and riders

It wouldn't be a racer without a choice of crazy characters, and Wave Race has them all, the skate kid, the posh English guy, the pretty girl and, of course, the fat bloke.

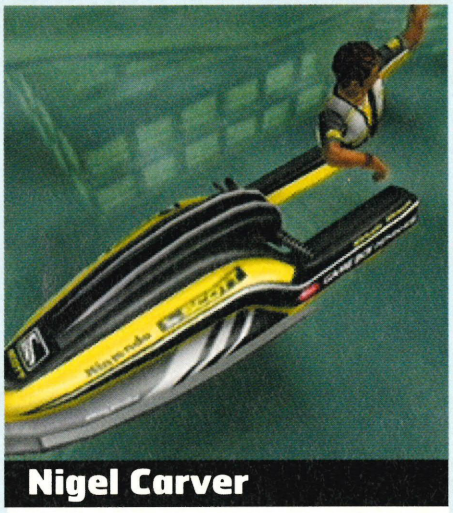
But who should you choose? luckily there are five vital statistics that can influence your decision, handling, grip, stability, speed and accelerator. Let's take a closer look at the eight riders and see where their strengths lie.

▲ Steering a course through the icebergs is tough.



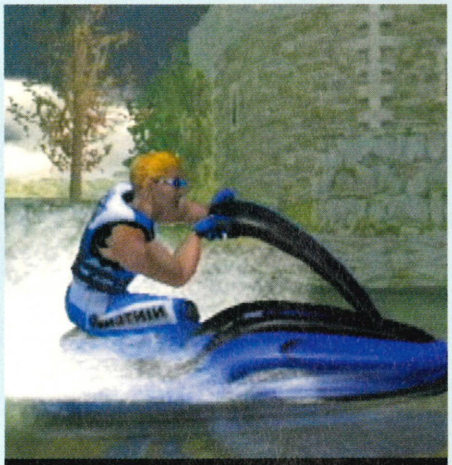
Akari Hayami

Good grip and speed means that Hayami's a really tough rider. But unfortunately, her handling and acceleration leave a lot to be desired.



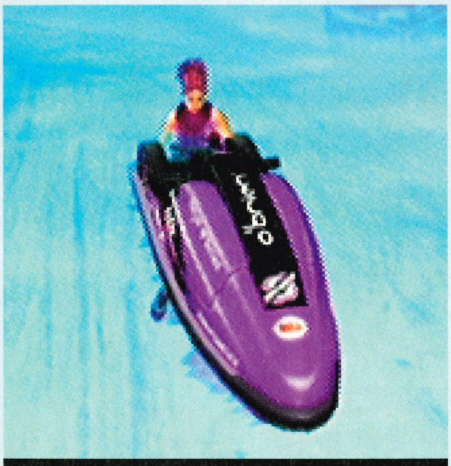
Nigel Carver

The token English rogue is a strong all rounder with excellent stability. Our man Carver is a very good racer for beginners to choose.



Rob Haywood

Excellent handling and acceleration make Rob a natural for the fast courses. Don't run into any obstacles, his grip and stability are poor.

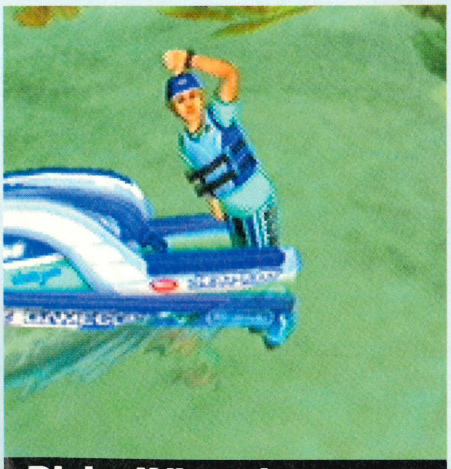


Ayumi Stewart

Another racer who's quite strong in all areas, and much better looking than Nigel Carver. Beginners to the game could do worse than start here.

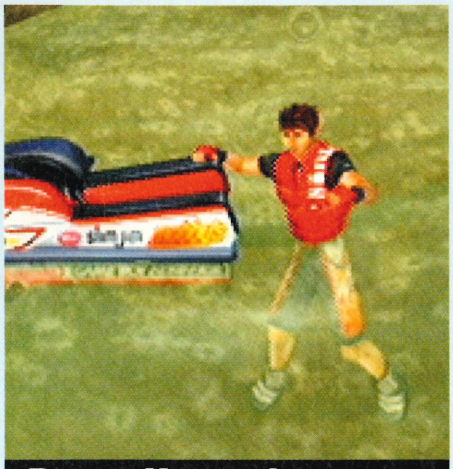
Serena Del Mar

Slow acceleration lets down an otherwise good contender. If you can get her up to speed and keep her there, then there'll be no stopping you.



Ricky Winterborn

Once he reaches his top speed, Ricky's a real flyer. His poor handling takes some getting used to, but he's great for those of you who like a bit of a challenge.



Ryota Hayami

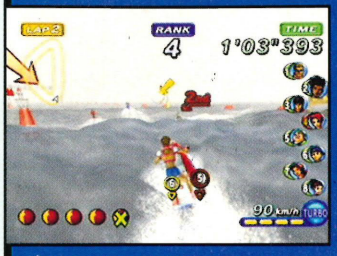
Another Hayami, but this one's skills are much more evenly distributed. Above average handling, stability and acceleration put him out ahead of the pack.

David Mariner

When it came to handing out free pies, Mariner got in the queue twice. His bulk makes him unstable, but his handling and acceleration are superb.

Tide is high

Another barrier to overcome is the ever changing scenery. This adds a totally different edge to each race you take part in.
At Dolphin Park, the tide slowly goes out, revealing ramps and bridges, but adding rocks and sandbanks to the list of obstacles.
At Cool Ocean, a huge iceberg crumbles in front of you creating a massive wave that heads straight for you. Time for evasive action.
And as if natural occurrences weren't enough, on the City Harbour course a huge cargo container is dropped from a ship right into your path.
Awesome stuff we think you'll find!



▲ Races that take place at sea are subject to the tide coming in and out. Learning to use the waves is essential.

▲ At Southern Island, the tide goes out to reveal handy ramps and hidden obstacles, like this massive boulder.

▲ The rain soaked City Harbour Course has some really rough water to navigate.

Four times the fun

Wave Race: Blue Storm isn't all about the single player mode. There's an excellent multiplayer option in there too.
Up to four players can take part in a race, and thankfully the game loses none of its speed or detail in multiplayer mode, making Wave Race Blue Storm an instant choice for fans of multiplayer games.

▲ The awesome looking, and playing, four player mode will really make your mouth water.

THE POWERPUFF GIRLS
NEW EPISODES
CARTOON NETWORK
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BILL
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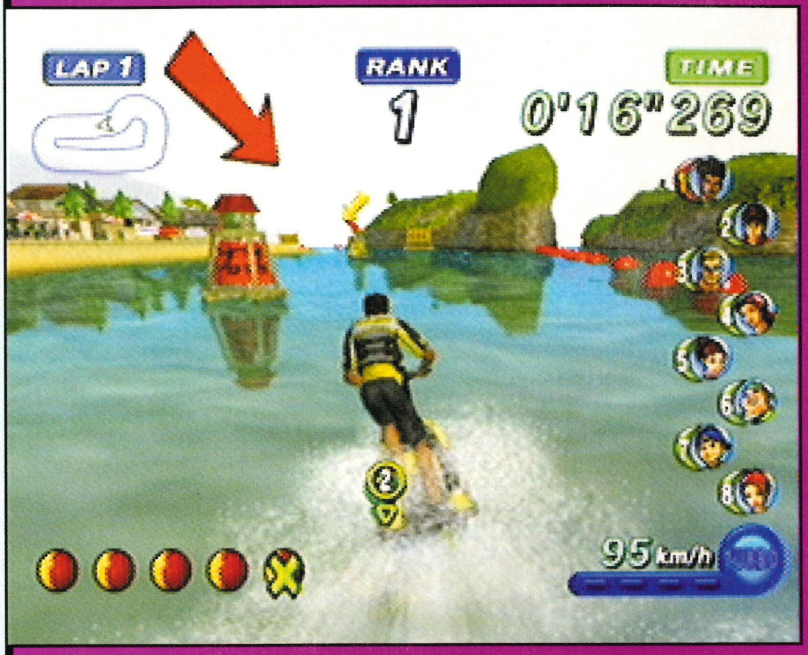
Turned out nice again

Be prepared to see some amazing weather effects on display in Wave Race. They'll blow you away.

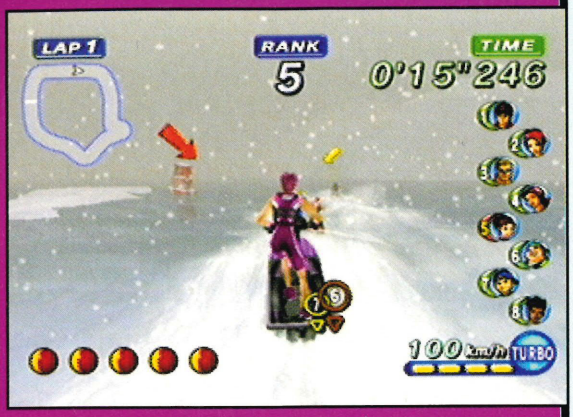
On a clear, sunny day you can see for miles, plan your moves and rely on the water being calm. Just don't get used to it. The weather can be foggy, meaning that you can only make out the next one or two buoys.

Then there's the rain. If you think the water effects are good, wait 'until you see this. The vicious storm flies at you at high speed, sending splashes onto the camera impairing your view

Believe us, when the rain comes down you'll need your waterproofs. The effects are so stunning, it's like standing outside in a storm.



▲ On a nice clear day you can see for miles. Planning your route is really easy as the buoys are clearly visible, and the water is as flat as a pancake, but boy, can it change!



▲ When the snow comes down it whips into the camera making it very hard to make out the course ahead.

◀ As the fog descends over Aspen Lake, your view is limited to the next one or two buoys.

Unlock the extra tracks

By taking part in the championship mode, you can unlock extra tracks to use elsewhere in the game.

Cool Ocean is the first track to be unlocked. It's a vast arctic wilderness with falling ice, jumping killer whales and a cruise liner to entertain you. For winning the hard championship, you get to fly around the Aqua Maze, which has more than a passing resemblance to the Italian city of Venice. If you're good enough to place in the top three in the expert championship then Victory Gate awaits you. This course has a Scottish medieval castle set in glorious highland surroundings. Unfortunately, there's no sign of the Loch Ness Monster, which is a shame.

◀ The extra tracks are fantastic. Cool Ocean is the first one you'll get. Look out for the stunning looking Northern Lights and the killer whales.

▼ The final bonus track takes place in this medieval castle, and yes, you can go through the beautiful stained glass window! Just make sure you give this level your full concentration, as it's tough as nails.

◀ The Aqua Maze course is full of tight twists and turns, but there are some wicked short cuts to uncover and exploit meaning you'll want to race this course again and again.

▲ With graphics like this you know it's going to be worth waiting for a GameCube.

▲ The sense of speed in this game is just awesome, we haven't stopped playing it.

Back to nature

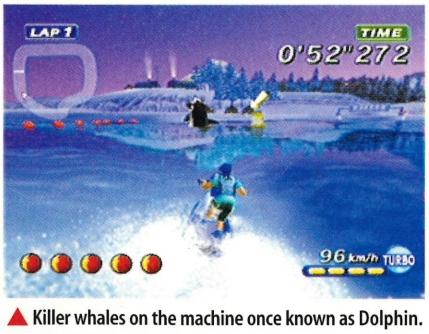
If you're a fan of wildlife, you'll love the scenery in Wave Race. Along with the waves and the buoys, there are some very exotic creatures.

Of course there are dolphins that swim alongside your craft. But there are many more animals to be seen for those of you with keen eyes.

If you take a shortcut in the Ethnic Lagoon 2 course, there's a huge elephant waiting to give you a scare.

And in Cool Ocean, a killer whale swims beneath the surface before jumping in front of you doing a twist and landing again.

▲ Please don't do this on your summer holidays.



▲ Killer whales on the machine once known as Dolphin.

▲ With attention to detail like this you just know this is going to be a quality game. 1–0 to Nintendo.

Swimming with the fishes

If you're totally new to Wave Race, or you just fancy brushing up on your skills, then there's the excellent training mode for you to try.

This involves watching a demo of a manoeuvre, and then attempting to perform it yourself. If you're successful, you get a tick on your scorecard.

The moves range from simple turning, to mid air somersaults. There's no time limit, so you can race around to your heart's content until you've finished.

Some of the tricks are only really useable in the stunt mode, but other tricks, like diving and hard turning will come in extra useful when you are racing against the tougher opposition.

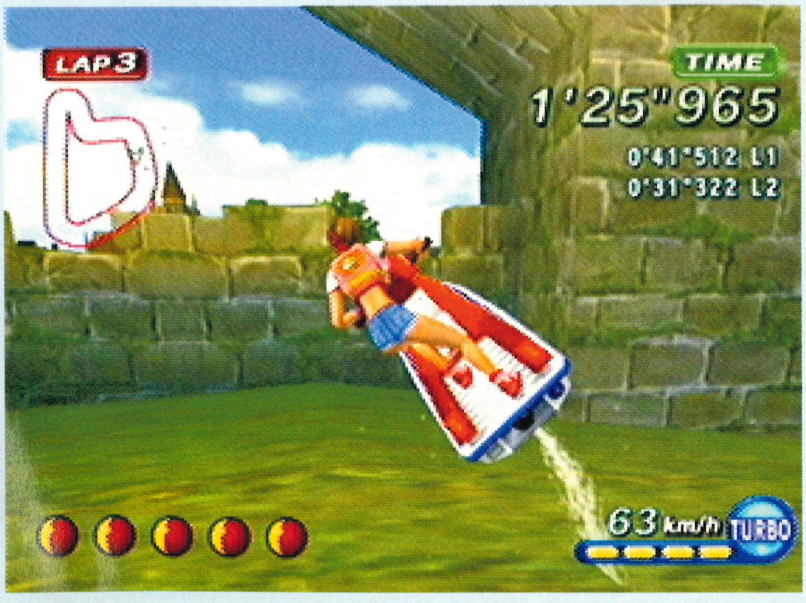
Completing this section of the game could take you a lifetime, there are that many tricks and stunts to perfect.

Even if you're a hardened Wave Race pro, it's worth a quick look just to make sure you've not forgotten any little tricks that could come in handy.

▶ The training mode is an ideal place to take a break from the madness of the races. You'll learn some useful tricks while you're here.

▲ Once you get the hang of it, you'll be performing some crazy tricks. They're not much use in a race but they certainly look good.

◀ The friendly dolphins point out the next ramp, as if you couldn't see it! You've got as much time as you like to master your tricking skills, so you can take your time to perfect the difficult tricks.



▲ Finding some of the shortcuts involves making quite a mess. Luckily there weren't any tourists sitting around enjoying a drink when we thundered through the cafe. Send the bill to Nintendo.

◀ Some walls can be broken through, and some can't. There's only one way to find out, and that's to wind back the throttle, close your eyes and give it some serious welly.

Tricks and stunts

If you get bored with racing, then you can try your hand at pulling some outrageous stunts and tricks.

The trick arenas are special courses where you have one lap to get as many points as possible by pulling all manner of groovy moves.

▶ These turbo rings give you a handy boost up the ramps for extra air time.

▲ Passing through the rings, reaching the checkpoints and doing tricks is tough.

▶ There are loads of stunts to perfect in Wave Race Blue Storm. Learning them all and being able to do them will take you ages, which is a good thing.

As well as leaping over ramps, there are a number of rings that you can pass through to gain extra points. You'll need to hit all of the rings as well as performing some daredevil stunts if you want to finish at the top of the table.

▲ The way the riders move while racing is nothing short of natural. Hats off to the boffs at Nintendo's studio, we salute your skills.

▶ Staying away from the sides of the tunnel is no easy skill to master, because it's narrower than you think.

We think...

Wave Race Blue Storm has the look and the feel of a classic. There's so much to see and do that it could be taking up a large part of your life next Spring.

☑All new games out now in UK ☑More shots than any other mag

New Game Reviews

☑ We promise every game has been tested right through by our expert Nintendo players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

0–44	Real rubbish
45–64	Still not worth playing
65–79	Nothing too special
80–89	Pretty good, but not exactly great
90–100	Amazing game you must play!

Awesome
Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.

NINTENDO 64

Pokémon Stadium 2 p18
The critters take their places for their N64 swan song.

GAME BOY ADVANCE

Advance Wars p24
Final Fight One p26
BackTrack p28
Steven Gerrard's Total Soccer 2000 p30
Lego Racers 2 p31
ESPN Final Round Golf p31
Lady Sia p31

Pokémon Stadium 2

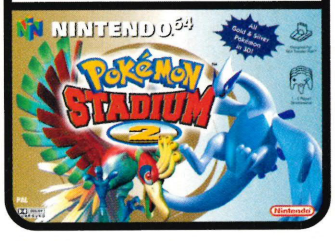
Nintendo Official Magazine AWESOME

You can't keep the Pokémon crew away from the N64 for long. The barmy army of the weird and wonderful is back. Time to step outside...

Game Info

MULTI-PLAYER

Price: **£49.99**
Release: **19 October**



WE SAID **"The new features and the beauty of the characters in Pokémon Stadium 2 will knock your socks off."**

Seconds out... round one

Whether you love them or are sick to the back teeth of them, there's no denying the popularity of the Pokémon gang.

Now they are about to take their final N64 bow in a dazzling spectacle of 3D fighting and even more hilarious mini games to enjoy with your mates.

Make sure you dust off your Transfer Pak too, because you'll need it to be able to see your hand reared Gold and Silver Pokémon in glorious 3D.

With the chance to play your GB adventure on TV and test your Poké knowledge in Earl's Academy, Pokémaniacs have never had it so good.

▲ Look how gorgeous Suicune looks in 3D! Just imagine his Hydro Pump attack in action.

▲ The world of Pokémon has been brought to life like never before. Check out Totodile!

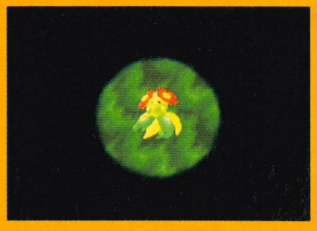
Much to offer

The options at the start of the game will impress every Poké nut.

Battle Now gives you the chance to fight with a team of random Level 40 Pokémon against a computer or fellow human Trainer.

For the best in two player scraps there's Event Battle, which allows you to create your own battle rules.

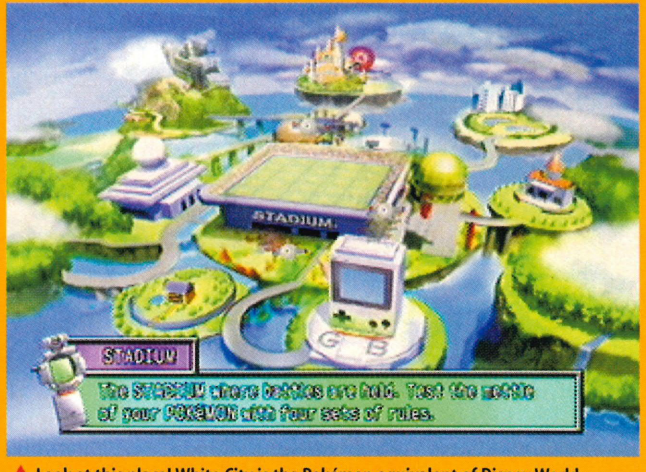
There's also White City, the Pokémon theme park equivalent of the Trainer's Plaza from Pokémon Stadium, now with new options.



▶ Slam in the cart and you'll see some great Pokémon in action from Bellossom to Lugia. They're so cute!

▲ Teddiursa's Leer attack will scare your rival to death in Event Battle.

▲ Opt for Battle Now and you can get straight down to battling business.



▲ Look at this place! White City is the Pokémon equivalent of Disney World.

Team tactics

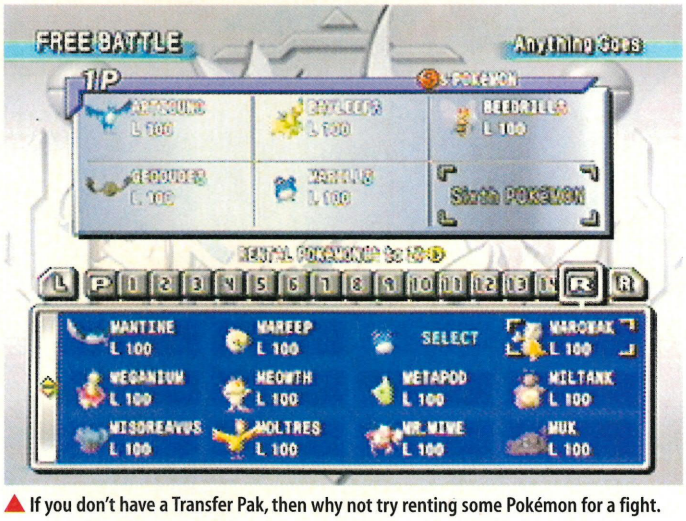
The key to beating the Trainers down in the battle arena is to select an unbeatable Pokémon squad, and there are three ways to do this.

Firstly, using your Transfer Pak, you can create a team of six Pokémon from your Red, Blue, Yellow, Gold or Silver Game Boy adventure.

Alternatively, rental Pokémon are available on the N64 cart. However the main players, Mew, Mewtwo, Ho-oh and Lugia can't be rented.

Finally, to save the bother of picking a Rental team each time, you can register a maximum of ten squads for three of the Cup competitions.

▲ If you've trained up a good Game Boy squad, then you can transfer them to the game.



▲ If you don't have a Transfer Pak, then why not try renting some Pokémon for a fight.

LOOKS **Like the original, the presentation in Pokémon Stadium 2 is very slick. The battle animation and graphics looks excellent in 3D, too.**

Places to go

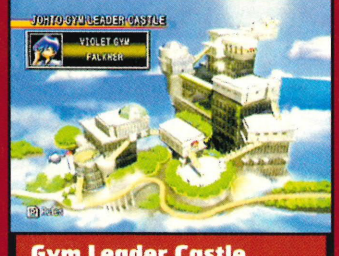
First there was Trainer's Plaza, now there's a whole new theme park to enjoy. Don't forget to wear a good pair of trainers and pack some supplies 'cos you'll be here all day!

White City is the new home of all things Pokémon and features a world packed with fun and games for you to enjoy.

From the one off scraps in Free Battle to the taxing questions in the Pokémon Academy, there's tons more to experience.

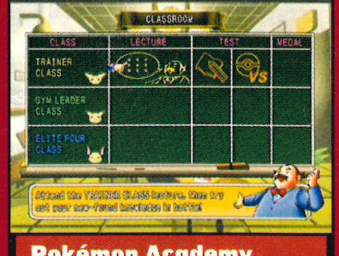
Stadium

This is where the main action occurs. Four Pokémon Cups provide all the 3D monster battling you need. Only the best Trainers will succeed.



Gym Leader Castle

A grand total of 21 Gym Leaders are waiting in the Castle and with Pokémon at Level 50 or higher, you are going to have your work cut out.



Pokémon Academy

Learn all about your favourites or test your general Poké knowledge with the ultimate quiz. You'll need to know your stuff to get top marks.

Mini Games

To the north of White City is the mini games area. Twelve action packed Pokémon party games are here, starring all your fave monsters.

▲ Now you can see Lugia, Ho-oh and the rest of the Gold & Silver line up like never before.

Your NOM CD-Rom

Unfortunately, looking at static screenshots just doesn't do the game justice, but that's where our free CD-Rom comes in.

Thanks to the technical guys at Nintendo we've brought you the only official footage available of Pokémon Stadium 2.

To see it in action, simply insert the CD-Rom into your PC CD drive and click on My Computer that appears on the desktop.

Double click on the CD symbol and click on the PKST2CD file to load it. For Mac users, double click on the CD icon and you're away.

SOUNDS **The battle music will certainly get the old ticker racing as you move in for your attack. Otherwise, it's cute and fluffy melodies all round.**

Gym Leader Castle

Situated in the North West corner of White City is the toughest challenge of the game, the daunting Gym Leader Castle.

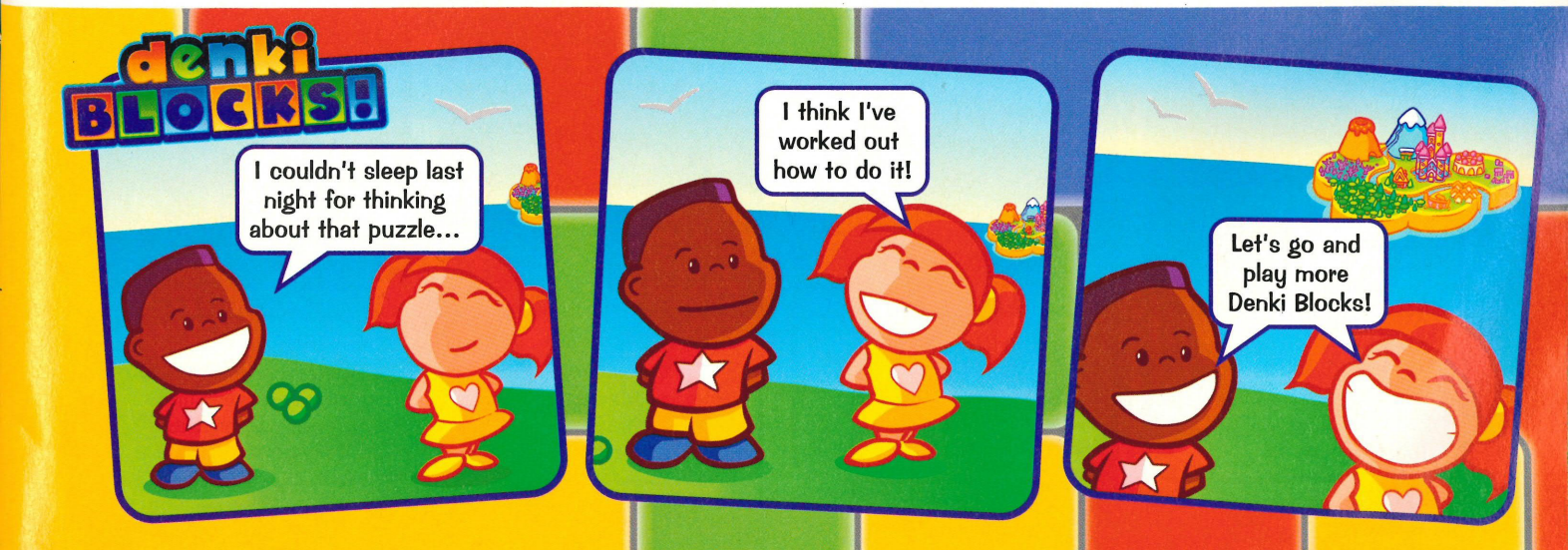
Fans of the GB adventures will be pleased to hear that 21 of Johto and Kanto's finest Gym Leaders are awaiting your challenge.

From the early battles against Falkner in the Violet Gym up to the Kanto Gym Leaders you'll have to win some rock hard battles.

Only the best can reach the top of the Castle, so pick your squad wisely or you may not get far past the entrance!

◀ If you've picked the right Types in your squad, you should have no trouble reaching the top.

▲ Articuno, the famous Legendary Bird, is a real match for the Castle's Gym Leaders.



ONE PLAYER **From the Pokémon Cups to Gym Leader Castle, the range and depth of options will keep Pokémon nuts busy for a long time.**

New versus old

The original Pokémon Stadium was a superb title when it first appeared a year and a half ago.

But with a whole new generation of Pokémon from Gold and Silver, it was only a matter of time before they arrived in 3D.

To lend you a helping hand, we've ripped apart both games to see what title is the best buy for true Pokémaniacs.

Pokémon

Stadium
Only 151 monsters appeared in the original battle fest from the Red, Blue and Yellow versions.

Stadium 2
Not 151, but 251 Pokémon from Red, Blue, Yellow, Gold and Silver versions star in this amazing sequel.

Battles

Stadium
Seeing Pokémon in 3D for the first time was an awesome experience and the attacks still look amazing.

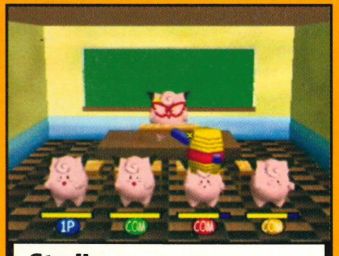
Stadium 2
With 100 new Pokémon in the game, just imagine all their new attack animations. You've got to see them!

Game Modes

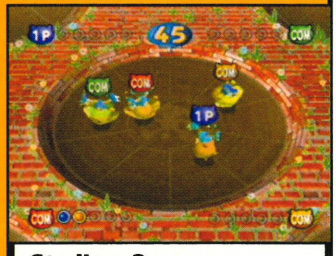
Stadium
At the time, the options offered Pokémaniacs hours of fun, but once completed there wasn't a lot left.

Stadium 2
White City now replaces Trainer's Plaza and there are new additions like the Academy and new mini games.

Mini games



Stadium
There were only nine games in the original, but they provided some hilarious multiplayer moments.



Stadium 2
There are now 12 games to choose from and Mini Game Championship is a fresh new addition to the line up.

Poké party games

In addition to the main arena action, there are 12 mini games.

There are now three more games than the original starring favourites from Mr Mime to Chansey, plus Gold and Silver stars like Cleffa.

We have been playing them to death ever since Pokémon Stadium 2 arrived at NOM Towers, so here are our favourite five party games together with our high scores, so see if you can beat them…

Furret's Frolic

The aim
Become Pokémon World's very own Michael Owen by blasting different Poké Balls into your goal.
NOM Record: 33

Gutsy Golbat

The aim
The toughest of them all. Fight your way to the hearts, by missing the Magnemites and other Golbats.
NOM Record: 11

Clear Cut

The aim
Good hand to eye coordination is needed for this. Try slicing the logs as close to the white line as possible.
NOM Record: 56

Eager Eevee

The aim
Run round the circle until the basket is raised and reveals fruit. Then charge in and eat it for points.
NOM Record: 4400

Mini Game Championship

The mini games may look harmless, but the air will certainly turn blue as you try battling your mates to first place on the podium in this excellent championship.

The aim of the game is to try and win a predetermined number of tokens by rolling a dice to determine how many are awarded to the winner of each mini game.

If you enjoy the Mario Party games on N64, this is a great way to see who is the number one party game player in Pokémon World as you battle it out for those elusive tokens.

If a mini game ends in a draw, it's down to a sudden death test of your Poké knowledge, so think carefully before answering.

▶ Winning five tokens should take about ten minutes. Better get to work and win some.

▲ Roll a two and the winner of the next mini game will be rewarded with one token to add to their total. One down, four to go.

▲ Player one has thrashed the pants off the poor computer controlled Pokémon. Your eager Eevee is a true winner. Well done!

▲ Should the mini game end in a dead heat, you will have to try your luck answering a quick fire question to determine the winner.

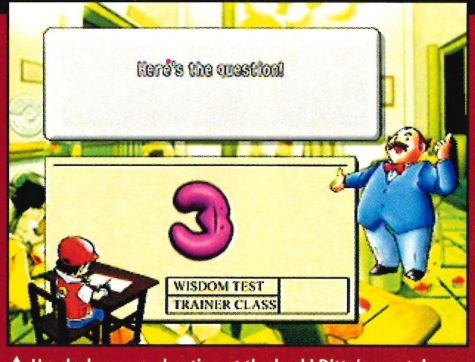
Back to school

Reckon you are top of the class when it comes to your Pokémon knowledge? Well you've come to the right place.

The Pokémon Academy to the east of White City gives you the chance to study in the Library and take part in a quiz.

In the Academy's Classroom, you must answer ten Pokémon questions before the timer hits zero. Pack your thinking cap too as the teasers are extremely tough.

The Earl is the quizmaster and he will give your answers a ranking at the end of the competition, so be careful what you say or you could become a laughing stock.



▲ Heads down, no cheating at the back! Ditto's count down is on and there are some tricky questions to answer correctly.

Sold separately

Unlike the original, there is no Transfer Pak included with Pokémon Stadium 2.

So unless there's one hidden away at the bottom of a drawer, you'll have to lob out the cash for one or use the Rented creatures that are available on the N64 cart.

▲ N64 Transfer Paks are very hard to find these days, so ask the shop assistants behind the counter if you can't see them on the shelves.

MULTIPLAYER **You can't beat wiping out your mate in glorious 3D and you'll be returning to the mini games for just one more go.**

Nintendo® OFFICIAL MAGAZINE

GAME SCORE

Pokémon Stadium 2 is perfect for those who crave more monster magic. The new game options are impressive, but like the original, this is only for true Poké fans.

Nintendo official magazine AWESOME

91%

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Advance Wars

Game Info

By: **Nintendo**
Price: **£34.99**
Release: **Out now**

War, huh? What is it good for? Insanely playable war strategy games for Game Boy Advance, that's what.

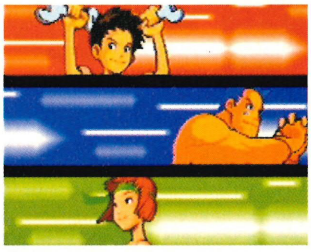
WE SAID **"Advance Wars looks to be one of the more original Game Boy Advance titles."**

Nintendo Official Magazine AWESOME

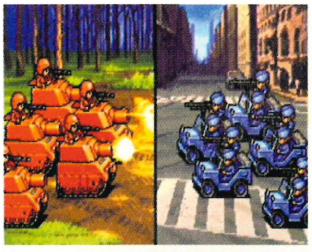
Deep gameplay

If you're looking for a game that's going to give you exceptional value for money on your GBA, then look no further than Advance Wars, an awesome turn based strategy game.

This addictive war sim effortlessly combines deep, engaging gameplay and masses of different ways to play, creating a game that will keep even the most hardcore gamer occupied for a long time.



▲ Advance Wars features several Commanding Officers. They all have special powers, like making it snow.



▲ The cut scenes are pure class, and there's not a drop of blood spilt in the entire game. But it's still tough as nails.

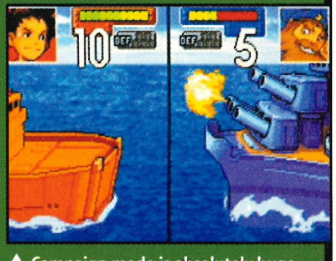
▲ Each maps has a particular problem to overcome, making this as much a puzzle game as a war strategy sim.

A big game

As a single player game Advance Wars is a massive behemoth of a title featuring two single player modes, Campaign and War Room.

Between them they contain a staggering 114 battle scenarios, plus several others that can be bought with coins earned in Campaign mode.

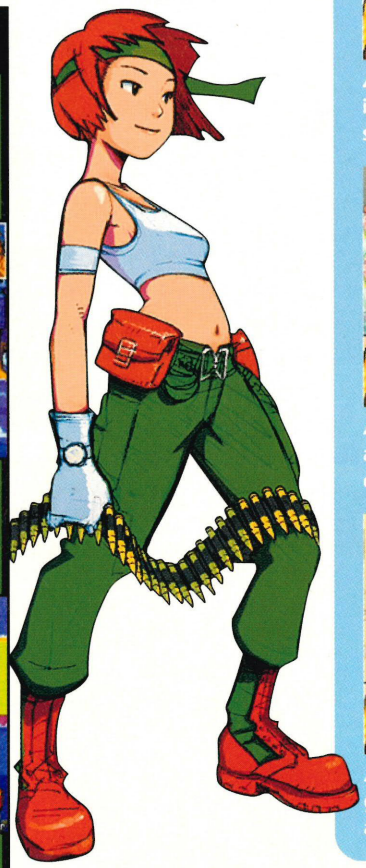
▲ The War Room mode contains tons of battle scenarios to choose from, and it's important to pick a CO that's going to be useful for a particular mission.



▲ Campaign mode is absolutely huge, and full of fierce battles that'll test even the best gamers. But when you're having this much fun you won't mind.

▲ Hachi is the character who sells you new battle maps. Bear in mind you'll need plenty of cash to buy them, so you'd better put the time in.

▲ The Design Maps option is great as it allows you to create your own maps, and you can even trade them with your mates via a Link Cable. Pretty cool, eh?



Get to grips

Advance Wars is an amazingly complex and deep game, and one that rewards perseverance.

With this in mind the game contains a very thorough and easy to understand training mode.

Under the guidance of Nell, you'll learn all about the finer points of waging war. And with 13 training missions there's tons to master.

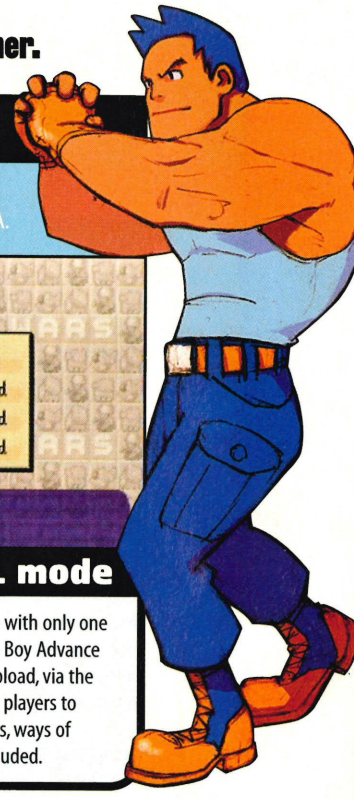
▲ Nell's on hand to guide you through the intricacies of battle. Listen closely to what she has to say, as it's all dead important.

▲ There are 13 basic training missions, and until you've beaten them all you can't open the Campaign and War Room modes.

▲ At the end of each session you're graded on how well you performed. Marks are given for speed, power and technique.

LOOKS **The battle maps are easy to understand and the cut scene animations are spot on.**

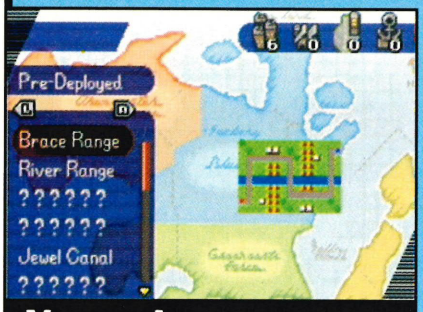
SOUNDS **Excellent variety of effects and a booming soundtrack equals a happy gamer.**



Playing together

Advance Wars is just as generous in multiplayer ways to play as it is in the absorbing single player modes.

There are three ways to battle your mates and not all require you to have the game, link cable or a second GBA.



Vs. mode

Up to four people can play using just one Game Boy Advance and one cartridge. If four people are fighting, player one issues the orders and passes the GB Advance to player two who does the same and passes it to a third player and so on, until it returns to the first player.

Multi Pak Vs. mode

This mode becomes available if every player has a GBA and copy of Advance Wars. Every map that has been unlocked in single player mode can be used here, including those created in the Design Maps mode and theatres specifically created with multiplayer battling in mind. Result!

Single Pak Vs. mode

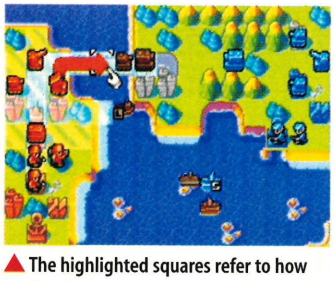
Link up battles are even possible with only one copy of Advance Wars. The Game Boy Advance with the game cart inside will upload, via the Link Cable, a map for two to four players to battle on. In addition, all the rules, ways of playing and graphics are still included.

Turn based

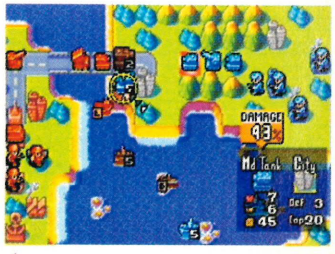
Advance Wars is turn based, meaning you have the chance to issue orders to all your available units in one go.

Certain units can only move a certain distance, while other units have strengths and weaknesses against different enemies.

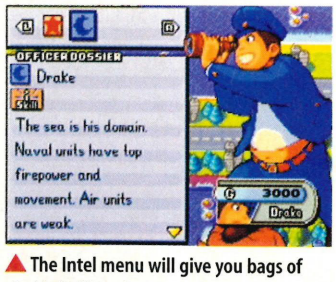
You can find out info on your units, as well as those of your enemies, with the excellent Intel menu that acts as your war craft encyclopedia.



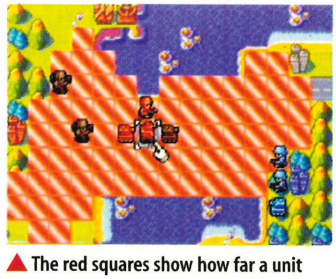
▲ The highlighted squares refer to how far the Rocket Launcher can travel in one go. The red arrow shows your decision.



▲ If you've selected Fire, a red square appears below the enemy units you can attack. Looks like we're going after a tank.



▲ The Intel menu will give you bags of vital info, like what are your opposing CO's special strengths and weaknesses.



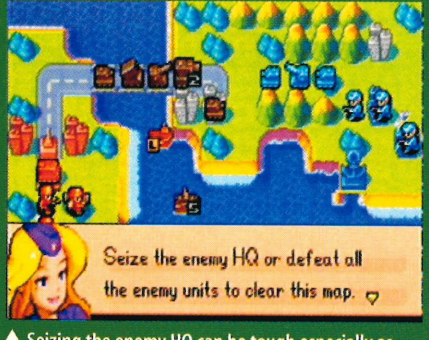
▲ The red squares show how far a unit can fire, but you may have to move a company first before firing a few rounds.

How to win

The battles you fight in Advance Wars are won and lost in one of two ways.

You can win a battle by either defeating every last enemy unit on the battle map, or you can capture the enemy's headquarters. The decision is completely up to you.

Sometimes it's better to sneak around and launch a covert op to capture the HQ, while other times it's best to go for the jugular and attack with everything you've got.



▲ Seizing the enemy HQ can be tough especially as your opponents are bound to mass their defence forces.

▲ Only Infantry and Mech units can capture a neutral or opposition city. It takes two full goes to invade a city.

GAME LENGTH **This is without doubt the biggest game to hit Game Boy Advance with almost infinite replay value. Fantastic.**

Nintendo OFFICIAL MAGAZINE

GAME SCORE

Nintendo hasn't let us down with Advance Wars. It's a tour de force of finely honed gameplay and unparalleled link up action. A remarkable game in every respect.

Nintendo AWESOME

91%

Final Fight One

Game Info

By: **Ubi Soft**
Price: **£34.99**
Release: **October**

The enemies are never ending, the fighting's fierce and the street punks look frankly ridiculous. This is Final Fight One, want some?

WE SAID **"The classic fight fest returns to Planet Nintendo."**

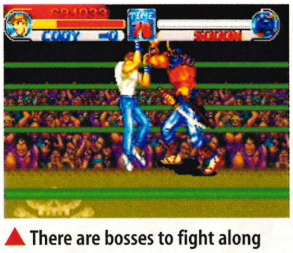
Battle stations

Fight fans had better start preparing their fingers for a real onslaught, and a heroic test of stamina.

As beat 'em ups go, Final Fight One keeps the heat turned up to the max, with a seemingly never ending procession of bad ass street thugs to fight, and an entire city that needs to be saved.

▶ On the mean streets of Metro City, nasty thugs work in sinister gangs, with up to six rock hard punks steaming in to attack all at once. This isn't for the faint hearted.

▲ The bigger they are the harder they fall, especially if they're wearing a tasty pink vest. What a weakling!



▲ There are bosses to fight along the way, like Sodon the double sword swinging samurai with attitude.

▲ Beware! These street punks will stop at nothing to hurt you, including a throttle move. Get some air, quick!

LOOKS **As close to the arcade classic as you can possibly get, making this a decent looking game for your GB Advance.**

Your moves

There are three playable characters in Final Fight One and each has a special move.

Mike's special attack involves spinning quickly with his arms out stretched, while Cody and Guy have excellent roundhouse kicks to help clean up the streets.

Each fighter also has the ability to pull off an Extra Joy attack. This will get you out of trouble by clearing the screen, but your health meter decreases every time you use it.

▲ Sometimes things get a bit too hairy, with goons attacking from every angle. Time for a little Extra Joy.

▲ Mike Hagger's Extra Joy move will send any nearby enemies flying, but it will send his health plummeting.

GAME LENGTH **The one player game is pretty large, with some tough battling, but it's the link up mode that'll keep you scraping.**

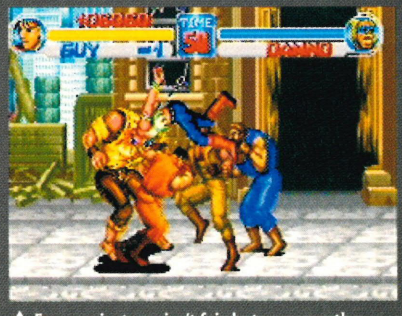
Street life

The streets of Metro City are controlled by the Mad Gear Gang, an evil bunch of hoodlums who have riddled the city with crime, and made it even more lawless than South Central LA.

With the arrival of the new mayor, Mike Haggar, comes hope that there may be a man big enough to stand up to the Mad Gear Gang and end their reign of terror.

Unfortunately, Mike's daughter Jessica is kidnapped by the gang, prompting your mission to wipe the scum off the streets and find the fair damsel in distress.

▲ Every now and then you'll meet a bad ass that's a cut above the rest of the scum. Don't be scared!



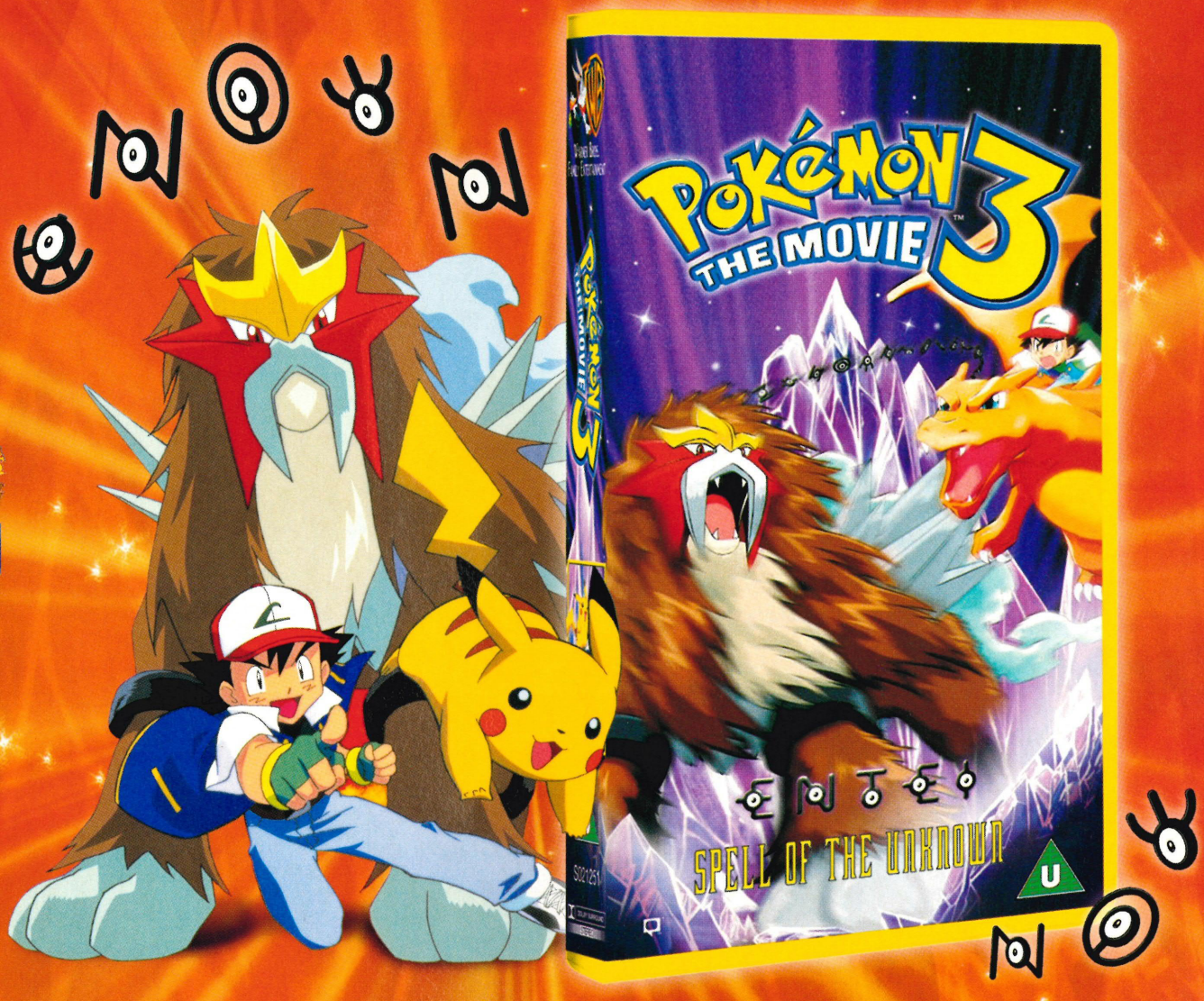
▲ Four against one isn't fair, but we sense the gang aren't bothered by what you think!

Nintendo Official Magazine Game Score

This is a real no brainer that serves up a non stop buffet of brawling. There's no doubt some will find this too repetitive, but if you fancy a go at being a street wise vigilante, then this should do the trick.

84%

DISCOVER THE UNOWN!



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Game Info

By: **Telegames**
Price: **£34.99**
Release: **Out now**

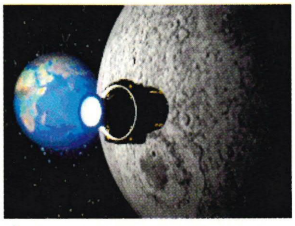
BackTrack

They said it couldn't be done. They said the GB Advance couldn't handle a first person shooter. Think again.

The first of its kind

BackTrack is the first GB Advance first person shooter, proving that Nintendo's little box of tricks is even more capable than we first thought.

Looking a little like Doom on PC, this game combines creepy locations and a double helping of gun running fun. And it does multiplayer, too. Is it too good to be true?



▲ From light years away came Domingoaniax and his dastardly plan.

▲ Throughout the moon base are these deadly floating sentries.

▲ Mutant goons only understand the universal language of lead.

LOOKS **It's hard not to be impressed with what's been achieved here, although seeing distant objects is tough going on the eyes.**

Moon doom

On the dark side of the moon lies a secret base, a hi tech marvel that has been taken over by a shadowy figure going by the catchy name of Domingoaniax.

This fiend has travelled 400 light years to take over the base, and using a mysterious portal on Earth he's able to warp humans to the moon base, where he is turning them into an army of cyborgs. And as hero in waiting, it's up to you to cap alien ass and save the earth.

▲ Domingoaniax has shown absolutely no merc. Just look at the state of this poor chap. Time to get busy.

▲ Never stand still for a moment because the mutant zombies come from nowhere and attack to kill.

▲ It takes more firepower to kill this white cyborg from outer space, so make sure you're well armed.

▲ Sometimes it's best to forget being a hero and put some distance between you and your opponents.

GAME LENGTH **The levels are impressively large, and there's plenty of action to enjoy. Multiplayer modes will keep you busy, too.**

WE SAID **"It's shaping up to be something special."**

The mission

Playing BackTrack is simple enough as the majority of your time sees you stalking the moon base's 12 levels, destroying anything that moves.

Killing cyborgs is one thing, but the true measure of your mission's success is how many humans you rescue.

Not only that, but your success rate also depends on how well you eventually blow the base clean off the Moon's surface.

But don't worry, capping cyborg butt is essentially good and they need to be taken out with plenty of force.

▲ Some of the gun battles in the game are as fierce as hell and very colourful. Check out the explosion.

▲ We're guessing this guy isn't about to offer you a haircut. Shoot first and ask questions later.

Nintendo OFFICIAL MAGAZINE GAME SCORE

There's no doubt that **BackTrack** is a technical marvel and a testimony to GBA's power. But there's something sterile about the playing experience, with little atmosphere, and some repetitive gameplay, too.

86%

Which spell would you use?

Put your wizardry skills to the test with the **Harry Potter**™ trading card game! Every game card is a magical potion, spell, or creature in your control. Some are familiar from the Harry Potter books and some are new. But in the hands of an able wizard, all are powerful.

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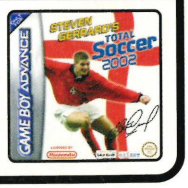
Find the magic in you.

Steven Gerrard's Total Soccer 2002

He's England's brightest footballing hope, and now he's preparing to tackle GBA. Marvellous.

Game Info

By: **Ubi Soft**
Price: **£34.99**
Release: **Out now**



WE SAID **"We can't wait to see what this game is going to be like."**

Team talking

Nearly every major European team is included in the game, along with tons of international outfits.

There's also the chance to compete in all the main European domestic leagues and competitions. Or why not try designing your own league.

▲ Every Premiership team features in the game, and you can view the league standings at any point in the season.

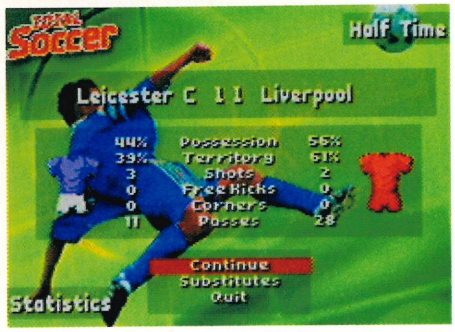
▲ Before kick off you can tinker with your formation and who's going to play, as well as pick your chosen style of play.

▲ It's the first phase of the Euro league, and Rich's Liverpool are in a spot of bother.

Play the game

Steven Gerrard's Total Soccer 2002 harks back to the days when footy games were all about overhead views, minimum player detail and oodles of pure gameplay thrown into the bargain.

For your cash you get a game that doesn't particularly push the GBA anywhere near its limits, but does have tons of teams and players from home and abroad, plus all the major leagues in Europe. Golden gameplay? Hmmm…



▲ At half time and full time there's a chance to view the match statistics, which features possession, territory, shots, free kicks, corners, passes, oh, and the goals.

◀ The overhead view is nice and simple, and it's easy to track your players, but the ball can easily get lost.

SOUNDS **The game's theme tune is very annoying, while the sound of digital boot on ball isn't convincing.**

Simple stuff

Football may be complex in the real world, but the makers of Total Soccer 2002 have made it extremely easy to play.

Ⓐ tackles and passes while Ⓑ shoots or fires off a long ball. Add to that a little after touch to bend the ball, and you've pretty much got all the controls this football sim has to offer.

▲ By pressing Ⓐ and Ⓑ together you can pull off a sliding tackle. Just don't use it in the penalty area.

▲ You can add after touch to passes and shots to fool your opponents. Dead useful for free kicks, too.

▲ Just like in the real Premiership, a well delivered cross can give you a great scoring opportunity. Can Heskey latch onto it? Well if he doesn't he'll just take a tumble!

GAME LENGTH **There's plenty of leagues and cups to take part in, but with one dimensional gameplay you might get bored.**

LOOKS **Not a million miles away from a Game Boy Color game, with only the pitch showing the capabilities of GB Advance.**

Nintendo OFFICIAL MAGAZINE GAME SCORE

The game is moderately playable, and nothing more, due in part to a lack of moves, tricks and run of the mill graphics. Unfortunately, we demand more from our footy titles these days.

77%

Lego Racers 2

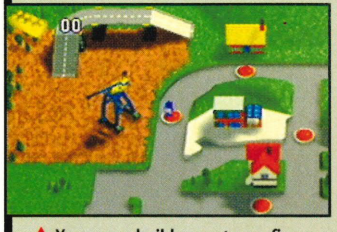
Game Info
By: **Lego**
Price: **£34.99**
Release: **Out now**

Play time

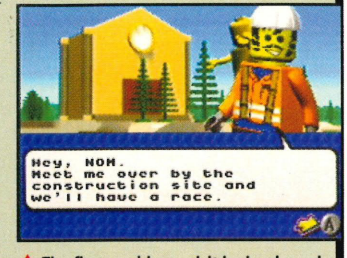
Fans of the famous brand of building blocks now have the chance to have fun with Lego on their GBA, with the arrival of Lego Racers 2.

This kiddy friendly kart racer challenges players to become the Galactic Racing Champion as you race flat out across four worlds.

You'll have to work hard to upgrade your kart for the final showdown on Planet Xalax against Rocket Racer.



▲ You race a builder, postman, fireman and policeman in the first world.



▲ The first world you visit is simple and helps ease you into the fun game.

▲ Rocket Racer is your rival. He was last seen at the end of Lego Racers on GBC.

Nintendo Official Magazine GAME SCORE

This is great for younger players as it's full of pick up and play gameplay, and the sort of fun Lego's famed for. Don't buy it for a full on challenge, as it's strictly for kids.

80%

ESPN Final Round Golf 2002

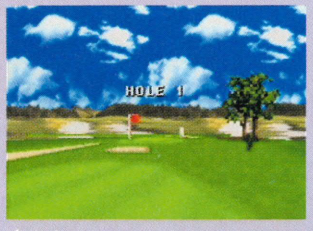
Game Info
By: **Konami**
Price: **£34.99**
Release: **Out now**

Clubbed to death

And now for a change of pace, and a gentler kind of gaming, we are of course talking about ESPN Final Round Golf 2002.

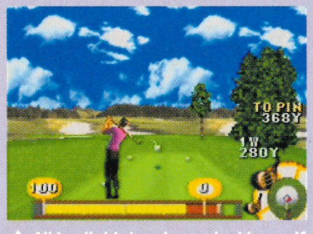
The game aims to provide easy gameplay and a choice of five made up courses, plus 14 totally fictitious golfers.

There's also a four player mode and a variety of single player modes from Tournament to Match Play.



▲ Before you start a hole you're treated to a great looking shot of the hole. Check out the lovely blue sky.

▲ Being a golf simulation, a power bar governs how far the ball travels.



▲ All in all this is a decent looking golf title, but being pretty easy, you may tire of it extremely quickly.

Nintendo Official Magazine GAME SCORE

ESPN Golf is very easy to understand and has an uncluttered look about it. But with only five courses it's a bit on the slim side, although the Link mode does help.

75%

Lady Sia

Magic, swords and feisty female heroes are back on the handheld gaming menu, so come and get a taster of this little lady.

Game Info
By: **TDK**
Price: **£34.99**
Release: **Out now**

WE SAID **"Staring a kick ass female hero called Lady Sia and some far out levels and bosses, this is definitely one to watch on your GBA."**

Lady killer

Lady Sia is officially the GBA's first female star, and armed with a sword and magic she's got to save her homeland.

Lady Sia is a warrior princess of the Shapeshifter people, a nation of peaceful folk whose cosy way of life has been ripped apart by evil beasts called the T'Soas.

Needless to say Sia isn't taking this sitting down, and a side scrolling platform quest is the only thing that's going to sort out the T'Soas and bring tranquility back to her world.

◀ Bosses come big and ugly, but this tough lady knows how to handle herself.

▶ The T'Soas are hardy. Magic or sword, the choice is yours.

◀ Sia's the name, beating T'Soas butt is my game. Don't even think about calling me a dumb blond.

Nintendo Official Magazine GAME SCORE

Despite the games good looks there's nothing startlingly original here, but it's still a well rounded platformer that makes you work hard for your final victory. Worth a look if you dig GBA platformers.

83%

GBA

COLLECTORS EDITION 01

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THE AWESOME COLLECTION

✓Completely tested by our experts ✓All the games you must have

Banjo Kazooie

■ PRICE **£29.99** ■ PLAYERS **1** ■ GAME SCORE **96%**

The lowdown
A breathtaking title that's as much an adventure game as it is a platformer. Control Banjo and Kazooie through beautiful worlds on a mission to find Banjo's sister.

Why it rocks
Incredible controls keep you close to the action, and boy, is there action! Huge bosses, tricky puzzles and massive worlds make this an N64 milestone.

Best bit
The last battle with Gruntilda the witch is a fine example of Rare's amazing originality, with a quiz show determining whether you fight or not. Very high pressure, and you can't phone a friend in this strange game!

EXPANSION PAK	✘
MEMORY PAK	✘
RUMBLE PAK	✓

Banjo Tooie

■ PRICE **£44.99** ■ PLAYERS **1-4** ■ GAME SCORE **97%**

The lowdown
It's full of huge worlds that offer a non stop procession of crazy characters, ferocious bosses and the type of puzzles that make Rare games such a pleasure.

Why it rocks
You can control both Banjo and Kazooie. This is even better looking than the first game, with bigger worlds and camera angles that work much better.

Best bit
Throughout the adventure are mini games that send the fun-o-meter soaring, not least Ordinance Challenge, which involves a race against time to defuse a group of troublesome dynamite sticks.

EXPANSION PAK	✘
MEMORY PAK	✘
RUMBLE PAK	✓

Diddy Kong Racing

■ PRICE **£39.99** ■ PLAYERS **1-4**

EXPANSION PAK	MEMORY PAK	RUMBLE PAK
✘	✘	✓

The lowdown
Unbelievably cute and supremely playable. The one player game is wicked fun, while the multiplayer mode is only just beaten by the fantastic Mario Kart 64.

Why it rocks
It rewrote the kart racing rulebook with the introduction of planes and hovercrafts. The one player mode is guaranteed to keep you racing 'til dawn.

Multiplayer verdict
Okay, so it may not be quite as good as Mario Kart 64, but it's still a big bundle of fun. Fast racing with awesome controls, and the graphics look amazing even with four people on screen at the same time.

GAME SCORE **92%**

Beetle Adventure Racing

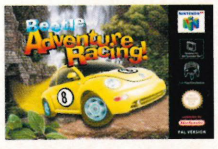
■ PRICE **£44.99** ■ PLAYERS **1-4** ■ GAME SCORE **91%**

The lowdown
A seriously fun racer, with a whole bunch of Beetles racing on brilliant tracks. Add crazy power ups and realistic handling and you're looking at a winner.

Why it rocks
It's the perfect combination of arcade racing and a realistic sim. Testing tracks, crafty shortcuts and well thought out power ups make this hugely enjoyable.

Multiplayer verdict
Only two players can race the circuits, but it's lightning fast. The four player Battle modes are more than a match for the likes of Mario Kart 64. If you're looking for a top quality racer, this is highly recommended.

EXPANSION PAK	✘
MEMORY PAK	✓
RUMBLE PAK	✓



Donald Duck Quack Attack

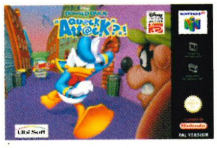
■ PRICE **£29.99** ■ PLAYERS **1** ■ GAME SCORE **90%**

The lowdown
Donald comes to life in a title that manages to capture all the magic of a Disney cartoon. You're against the clock, making it a high pressure platform pleasure.

Why it rocks
The ace control system means zero frustration and maximum fun as you romp through levels full of original design, offering both 3D and 2D gameplay.

Best bit
Finding Merlock and freeing Daisy is just rewards for this tough platformer. Merlock's no pushover and you'll have to work hard to beat him, but you'll be having so much fun you won't mind one bit!

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Conker's Bad Fur Day

■ PRICE **£59.99** ■ PLAYERS **1-4** ■ GAME SCORE **93%**

The lowdown
BFD follows Conker's adventures over an incredible, action packed day. It's the rudest, lewdest and downright funniest game we've ever seen on the N64.

Why it rocks
It's not all toilet gags! Conker's BFD is also a brilliantly designed adventure/platformer that magnificently apes films like Saving Private Ryan and Aliens.

Best bit
The scene that imitates The Matrix is gaming gold. In the film, a bank's lobby is raised to the ground by Neo and Trinity. Conker's BFD features slow motion bullets and the same mix of kung-fu acrobatics.

EXPANSION PAK	✘
MEMORY PAK	✘
RUMBLE PAK	✓

Donkey Kong 64

■ PRICE **£59.99** ■ PLAYERS **1-4** ■ GAME SCORE **96%**

The lowdown
Another slice of Rare magic as DK finally gets an N64 game worthy of his name. The evil King K. Rool is up to no good, and it's down to the Kong clan to stop him.

Why it rocks
This massive title is packed full of well thought out mini games. It's also one of the toughest platformers on the block, and it's got the original DK in it!

Best bit
The final battle with the evil King K. Rool is pure magic. It's a boxing match that'll have you on the edge of your seat as you duck and dive your way to victory. Nothing can beat the joy of completing this huge platform game.

EXPANSION PAK	✘
MEMORY PAK	✘
RUMBLE PAK	✓

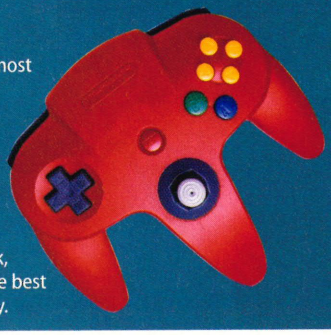
CONTROL PADS

NOM TESTED

Official N64 Controller

■ **Nintendo**
■ **£19.99**

It may be the most expensive controller on the market, but it's the best by a mile. The 3D Stick and buttons won't get stuck, making this the best money can buy.



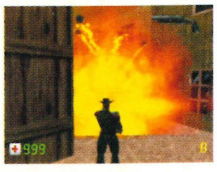
6T4 Controller

■ **Logic 3**
■ **£17.99**

A cool looking controller that plays almost as good as it looks. Exceptional 3D Stick and a design that fits perfectly into your hand. And it's easy on the eye, too.

Duke Nukem Zero Hour

■ PRICE **£49.99** ■ PLAYERS **1-4** ■ GAME SCORE **92%**



The lowdown
Mr Gung Ho returns in a high octane adventure. Duke travels through time to stop aliens taking over Earth, from Victorian England to the Wild West.

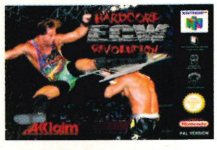
Why it rocks
There are not many third person shooters on N64. Luckily, this is a class example of gun fun. It's got the weapons, the baddies, the attitude and the cool hero.

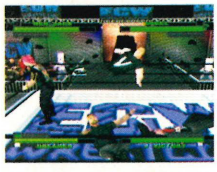
Best bit
Duke's got some cracking one liners that give you light relief from the tense action and are bound to make you chuckle. You'll love knocking off tough bosses and then saying, 'Come on. Bleed for me.' Classic!

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓

ECW Hardcore Revolution

■ PRICE **£39.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**





The lowdown
Hardcore wrestling from a league that's bloodier and more violent than WWF. Tons of options, from the long haul of Career mode to the cheap thrills of Exhibition.

Why it rocks
If you love wrestling, you'll go mental for the no holds barred nature of ECW. It pushes the limit with elements like barbed wire ropes and studded baseball bats.

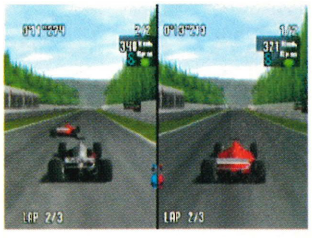
Multiplayer verdict
This game really comes into its own when you start scrapping it out with your mates. The multiplayer controls feel ace, while the wrestlers move very convincingly. And it's pretty damn violent, too. Top stuff!

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓

F1 Racing

■ PRICE **£39.99** ■ PLAYERS **1-2**

EXPANSION PAK	MEMORY PAK	RUMBLE PAK
✓	✓	✓



The lowdown
The follow up to Monaco GP and a great improvement it is too, with all the racers from the 1999 season. A great tuning option makes this the choice for F1 nuts.

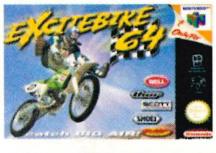
Why it rocks
It's a fast game with very realistic handling, so don't expect an arcade style driving experience. There are plenty of options to keep you glued to the N64.

Multiplayer verdict
Unfortunately there are only two cars on the track in the two player mode, but it's very fast, with a choice of a horizontal or vertical split screen. Bash up your motor and you'll be amazed by the damage.

GAME SCORE	90%

Excitebike 64

■ PRICE **£44.99** ■ PLAYERS **1-4** ■ GAME SCORE **93%**



The lowdown
Arcade style motorbike racer with the emphasis on fun and speed. There are indoor, stunt and cross country tracks, with tons of riders to choose from.

Why it rocks
The makers have spent ages ensuring the controls are second to none, while the tracks are all brilliantly designed. The Track Editor is the icing on the cake.

Multiplayer verdict
With hardly any slow down, Excitebike 64 is an awesome four player mash up. You'll feel every bump and groove! It's great if you like to race a little dirty 'cos trying to knock your opponents off is a laugh riot.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓

F1 World Grand Prix II

■ PRICE **£39.99** ■ PLAYERS **1-2** ■ GAME SCORE **90%**

The lowdown
All the thrills and spills from the breakneck world of F1 racing. Every superstar from the starting grid is included, as are their cars and the tracks from the F1 circuit.

Why it rocks
This game looks the business, with spot on trackside detail and cars that not only look great, but handle like a dream. Challenges galore for the racing nut.

Multiplayer verdict
There's no four player, but F1 World Grand Prix II more than makes up for this with a nippy two player. The only downside to the multiplayer is that there are no other cars on the track, which is a shame.

EXPANSION PAK	✓
MEMORY PAK	✗
RUMBLE PAK	✓

FIFA 99

■ PRICE **£49.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**

The lowdown
It's amongst the best selling video game brands in the world, and this N64 version shows why. Packed with teams, from Italy's Serie A to international squads.

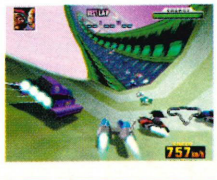
Why it rocks
FIFA 99 is dead easy to pick up and play and there's a superb arsenal of tricks at your disposal to keep you playing. Masses of cups and tournaments to play in.

Multiplayer verdict
The game is simply sensational once you start playing against your mates. You'll just love hammering your friends, it's one of life's pleasures! Up to four can play on one team, making FIFA a classy kick about.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✗

F-Zero X

■ PRICE **£29.99** ■ PLAYERS **1-4** ■ GAME SCORE **92%**



The lowdown
It's the 26th century and F1 racing is long gone. The number one thrill is found in caning zero gravity vessels around super fast tracks at a blinding speed.

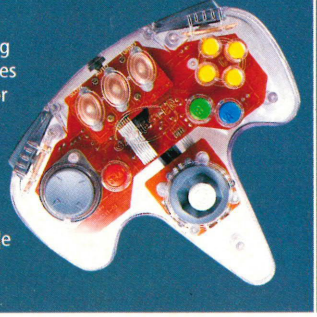
Why it rocks
It's an amazingly fast racer, with up to 30 ships found blasting round the tracks. There are also some sneaky ways to smack your opponents off the track.

Multiplayer verdict
Any faster and it would have to carry a government health warning! Once you start playing this with your mates you just won't want to stop. Flying through millions of tracks in your zero friction ship is great fun.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓

G64 Controller

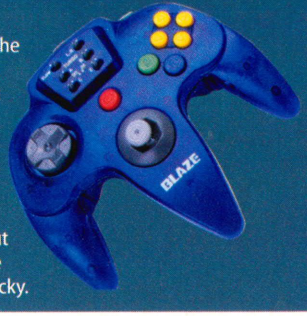
■ **Gamester**
■ **£14.99**



This fab looking controller comes in grey, black or clear, but unfortunately doesn't play quite as good as it looks. But it's a reasonable controller for your cash.

Hyper Pad Plus

■ **Blaze**
■ **£14.99**



You can adjust the handles on this one, so it's great for all hand sizes. Lots of little extra touches like Turbo Fire and Slow Motion, but we've found the buttons a bit sticky.

Trilogy 64

■ **Guillemot**
■ **£19.99**

This controller comes with a memory card and a rumble pak thrown in. Value for money doesn't get much better than this.

Goldeneye 007

■ PRICE **£29.99** ■ PLAYERS **1-4** ■ GAME SCORE **94%**

The lowdown
To many it's the finest first person shooter of all time, offering as it does finely tuned single player missions and some pretty intense multiplayer thrills.

Why it rocks
The single player will have you believing that you are James Bond, armed with all the gadgets and weapons you'd expect from the world's coolest spy.

Multiplayer verdict
Goldeneye is a complete Nintendo classic from start to finish. It's untouchable in four player mode, with gameplay and graphics that'll have you reaching for the replay button again and again.

EXPANSION PAK	✘
MEMORY PAK	✘
RUMBLE PAK	✓

Lylat Wars

■ PRICE **£39.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**

The lowdown
Fox McCloud boldly goes into space in this sequel to Starfox on the Super NES. Ace space blaster with top crafts, weapons and tons of stuff to blow up.

Why it rocks
Fox's Arwing is as cool as ever and, with the crazy power ups, there's some classic blasting to be had. Some of the bosses have to be seen to be believed.

Multiplayer verdict
Not that many different options to choose from, but the Battle mode will leave a very broad smile on your face. The aim is simple – blow your opponents out of the sky, before they do it to you. Super cool!

EXPANSION PAK	✘
MEMORY PAK	✘
RUMBLE PAK	✓

ISS 98

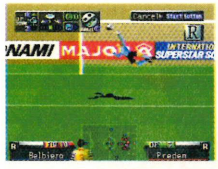
■ PRICE **£39.99** ■ PLAYERS **1-4** ■ GAME SCORE **93%**

The lowdown
It may lack the names of any real footballers, but it has gameplay of unbelievable quality and super realistic graphics. Tons of different ways to play, too.

Why it rocks
It's the game of choice in NOM Towers. No other footy title has gameplay as hot as this. Nothing beats a well placed through ball or perfectly timed tackle.

Multiplayer verdict
ISS 98 is easily the king of multiplayer footy fun with action that'll live in your memory longer than any game featured on The Premiership. Every self respecting football fan should play this game. It's a sporting classic.

EXPANSION PAK	✘
MEMORY PAK	✓
RUMBLE PAK	✘



Mario Golf

■ PRICE **£39.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**

The lowdown
All your Nintendo faves pick up their clubs and produce the most playable golf sim ever. There's plenty of wacky ways to play, and some very neat touches.

Why it rocks
This game is full of secret courses and characters so you'll play it over again. Gameplay is easy to get into but mastering it takes ages, especially on the greens.

Multiplayer verdict
It may not be as hectic as the deathmatches of Goldeneye 007, or as exciting as ISS 98 footy fests, but this game has a gold plated multiplayer pedigree with masses of modes for you to sink your teeth into.

EXPANSION PAK	✘
MEMORY PAK	✘
RUMBLE PAK	✓

International Track & Field

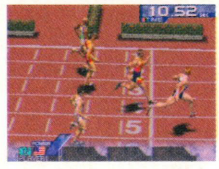
■ PRICE **£44.99** ■ PLAYERS **1-4** ■ GAME SCORE **94%**

The lowdown
The ultimate multiplayer game featuring, surprise, surprise, track and field events! A mix of button bashers like the 100m sprint and timing events like the vault.

Why it rocks
There are loads of different playing experiences so you won't ever get bored. And there's something very addictive about chasing a world record.

Multiplayer verdict
International Track & Field is the perfect way of settling old scores and starting new rivalries. And because there's a combination of speed and timing events, there's bound to be at least one you're better at than your mates.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Mario Kart 64

■ PRICE **£29.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**

The lowdown
After all these years, we're still playing Mario Kart 64 every day in the NOM offices. We play this game as much as Goldeneye 007 and the original ISS.

Why it rocks
The controls are simple, the courses are varied and the characters are awesome. Mario Kart 64 has everything you need for a fun night in, and then some!

Multiplayer verdict
It's still the finest multiplayer racing game on the N64. You won't be able to stop laughing as you unleash a devastating blue shell against the leader. With this lil' beauty, you just can't miss your hapless target!

EXPANSION PAK	✘
MEMORY PAK	✘
RUMBLE PAK	✘

Jet Force Gemini

■ PRICE **£49.99** ■ PLAYERS **1-4** ■ GAME SCORE **93%**

The lowdown
It's up to the JFG team to defeat Mizar and his ant army in a massive action adventure. It's got some red hot gun running set over a whopping 150 levels.

Why it rocks
The action never slacks off, with some incredible worlds to explore and tough puzzles to solve. And there are three super cool characters to control.

Multiplayer verdict
Not quite as good as we had hoped for, seeing as it was from the same stable as Goldeneye 007. Despite this, it's still good fun, with a couple of quirky multiplayer modes thrown in for good measure.

EXPANSION PAK	✓
MEMORY PAK	✘
RUMBLE PAK	✓

Mario Tennis

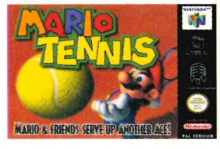
■ PRICE **£44.99** ■ PLAYERS **1-4** ■ GAME SCORE **92%**

The lowdown
Is there nothing this plumber can't turn his hand to? As you'd expect, it's a slightly quirky tennis game, with some ace playing modes and brilliant gameplay.

Why it rocks
It's the little touches like the tennis court suspended by chains that mark this game out as something different. Like all Mario games, it's pretty addictive.

Multiplayer verdict
Mario Tennis is wicked fun in two player mode and the four player option is simply a hoot. Although it may be dead easy to pick up and play, the game's got enough depth to make it perfect for playing with your mates.

EXPANSION PAK	✘
MEMORY PAK	✓
RUMBLE PAK	✓



RUMBLE PAKS

NOM TESTED

Rumble Pak

■ **Nintendo**
■ **£14.99**

All the quality you would expect from the clever clogs at Nintendo. Its rumble effect is also the best to be found, with deep and lively vibrations. It's the best pak around by far and will make any game go with a bang! Explosive good fun.

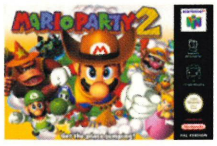
Rechargable Jolt Pak

■ **Joytech**
■ **£14.99**

You won't ever get annoyed because you've run out of batteries, 'cos this rumble pak is rechargable. A very good rumble effect and a decent price make this a great choice.

Mario Party 2

■ PRICE **£44.99** ■ PLAYERS **1-4** ■ GAME SCORE **91%**



The lowdown
It's the ultimate party game! The aim is simple, hook up with three mates and work your way round far out boards whilst taking part in some crazy mini games.

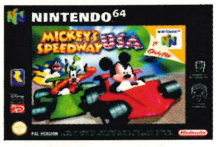
Why it rocks
It's the variety and originality of the mini games that keep people playing, as well as the brilliantly designed boards. Makes Monopoly seem like a wet Sunday afternoon.

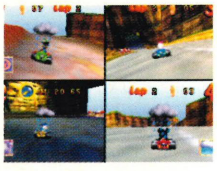
Multiplayer verdict
Hours just melt away as you play through the five boards and 64 mini games, constantly trying to keep one step ahead of your mates. A great improvement on the first game and one the whole family can enjoy.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓

Mickey's Speedway USA

■ PRICE **£44.99** ■ PLAYERS **1-4** ■ GAME SCORE **92%**





The lowdown
The young pretender to the karting crown, starring a certain Mickey Mouse. A cartoon tour around the good ol' US of A chasing the nasty Weasels.

Why it rocks
Rare has done it again! Pure eye candy with killer gameplay. The one player starts off easy but you'll soon progress to some of the hardest courses ever seen.

Multiplayer verdict
The Battle mode is wicked fun with some cunning power ups and well designed arenas, while the four player race mode is easily as good as Diddy Kong Racing. Pick your favourite Disney character and you're away.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓

Mortal Kombat 4

■ PRICE **£39.99** ■ PLAYERS **1-15** ■ GAME SCORE **90%**

The lowdown
It's a real fight fest, something that's quite rare on the N64. Luckily this Mortal Kombat game is an excellent brawler, even if it does look a tad dated.

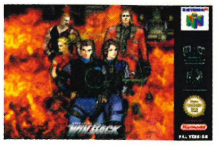
Why it rocks
Unlike many beat 'em ups, the one player quest is a tough challenge, even for the best. Deadly weapons, fast and furious moves and tons of the red stuff.

Multiplayer verdict
There may have been some real stinkers in the Mortal Kombat series but this edition has multiplayer class written all over it. It's very fluid and violent, just what you want when you're beating your mates to a pulp.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓

Operation Winback

■ PRICE **£44.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**



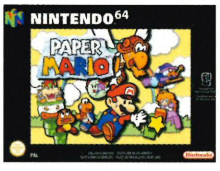
The lowdown
Prepare for an explosive mission as super agent Jean Luc Cougar. You'll be against the clock to stop a villain using a terrible weapon. Part sneak, part blast, total fun.

Why it rocks
The missions are varied. Some require you to sneak about, while others involve firing off a lot of lead. The controls are tricky, but otherwise it's top class fun.

Multiplayer verdict
Operation Winback's not a Bond beater by any means, but nevertheless it's good fun for a while. You'll probably find it a bit basic, with the dodgy controls and tricky camera angles really spoiling the fun. Shame.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✓

Paper Mario



■ PRICE **£44.99** ■ PLAYERS **1**

EXPANSION PAK	MEMORY PAK	RUMBLE PAK
✗	✗	✓

The lowdown
Mario's back in this fantastic cartoon RPG adventure. Help Mario rescue Princess Peach from Bowser's castle lair, and unlock the seven Star Spirits along the way.

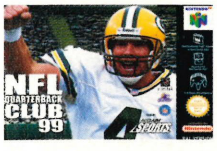
Why it rocks
Paper Mario manages to combine drop dead gorgeous graphics with tough gameplay. It certainly proves that there's a little bit more life in the N64 yet.

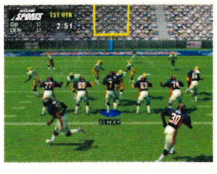
Best bit
It's always fun to give Bowser a right good pasting, but the best battle in Paper Mario is when you foil the Koopa Bros. fiendish Bowser disguise. You'll be laughing so hard that you'll forget about fighting!

GAME SCORE	93%

NFL Quarterback Club 99

■ PRICE **£39.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**





The lowdown
The finest American footy game on N64 with more options than you can shake a stick at. We reckon the road to the Superbowl has never looked better.

Why it rocks
This game looks the bee's knees. Everything's so detailed and crisp, even down to the ace touchdown celebrations. If you love gridiron, you'll die for this.

Multiplayer verdict
If you don't know diddly about American footy, you'll be forgiven if you get a little confused with this game. But if you're a fan, you're in for a multiplayer treat, with awesome plays and incredible looking graphics.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓

Perfect Dark

■ PRICE **£49.99** ■ PLAYERS **1-4** ■ GAME SCORE **97%**

The lowdown
Rare's follow up to Goldeneye 007, starring Joanna Dark. Tough missions, bad ass weapons and gadgets that put Bond to shame, plus plenty of hidden extras.

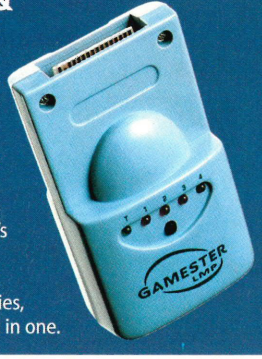
Why it rocks
It looks better than Goldeneye 007, with a story that's just as compelling and missions that'll leave you speechless. This is one game that lives up to the hype.

Multiplayer verdict
Think Goldeneye 007 but better. It features some of the arenas seen in the Bond game and adds a whole load of new and exciting ones. Plus you can unlock more by playing different single player missions. Stirring stuff.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓

G64 Tremor & Memory Pak

■ **Gamester**
■ **£14.99**



It may be a bit on the pricey side but don't be fooled into thinking it's not good value for money. Why? 'Cos it's also got a built in memory card and it doesn't need batteries, making it a great all in one.

Shockwave

■ **Datel**
■ **£24.99**

It's a very good quality rumble pak, with a very deep and responsive rumble effect that really brings games to life. There's but one problem, just look at the price! You'll need a mortgage to get one of these. Go for Nintendo's instead.

Jolt Pack

■ **Blaze**
■ **£6.99**

An incredibly cheap rumble pak at only £6.99. It's okay, although the rumble can be a bit weedy. It also needs batteries to make it work so it's a bit more expensive than you might first think. A decent budget choice, though.

What we're playing

Our fingers are aching because of...

Pokémon Stadium

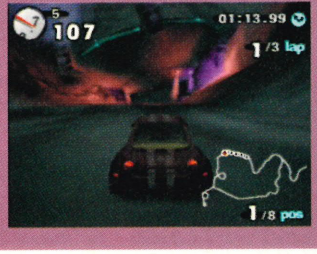
The sequel is just around the corner, so I thought I'd brush up on my Pokémon battling skills in this classic N64 title. I never tire of playing this game. **RICH**

Jet Force Gemini

There are so many levels in this game that you could play it forever and never get bored. The puzzles are excellent and the characters are cool. **MARK**

Beetle Adventure Racing

This game manages to combine arcade racing with realistic handling. Collecting every point on each track is hard, but there are some cheeky shortcuts. **TIM**



Pokémon Puzzle League

■ PRICE **£39.99** ■ PLAYERS **1-2** ■ GAME SCORE **90%**

The lowdown
Pokémon meets Tetris Attack, and puzzle fans should rejoice. Connect horizontal or vertical blocks either on your own, or with a pal, in 2D or 3D levels.

Why it rocks
Dead simple to pick up and play, and it's a treat to look at too. Heaps of options and awesome gameplay will have you block building for ages!

Multiplayer verdict
In one player mode it's brilliant fun, but it's the multiplayer that will really get you going. Play your mate and the game becomes a high pressure cocktail of sweaty palmed excitement and brain melting strategy.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✗

Pokémon Stadium

■ PRICE **£49.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**

The lowdown
It's the game that lets you battle your hand reared GB critters in glorious 3D. Heaps of playing modes from cups to mini games. Looks very cool indeed.

Why it rocks
It's one thing seeing your beasts on a tiny Game Boy screen and another seeing them up close and personal. The attacks look absolutely out of this world!

Best bit
If Pokémon rules your world then this is an essential purchase. The Transfer Pak is a gaming revolution and another example of Nintendo investing in super quality, not quantity. And it's great battling your mates in 3D.

EXPANSION PAK	✓
MEMORY PAK	✗
RUMBLE PAK	✗

Premier Manager 64

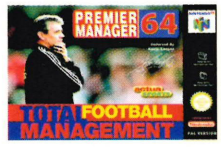
■ PRICE **£39.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**

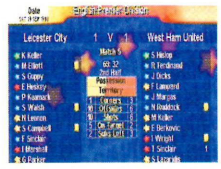
The lowdown
Prove your worth as a football manager. It may seem a little dated, but the game's still totally addictive to anyone who thinks they could do the England job.

Why it rocks
Plotting your team's steady rise through the leagues is satisfying, and you'll be over the moon if you beat Man United. Add tactics and transfers and it's game on.

Best bit
Well, you're not buying it for the arcade thrill, and, with games that can literally go on for months on end, this is really only for the hardcore. It's a great way of passing time though, but only if you're winning.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✗





Quake II

■ PRICE **£44.99** ■ PLAYERS **1-2** ■ GAME SCORE **91%**

The lowdown
A non stop frag fest featuring a cool line in deadly aliens and massive weapons. Tons of levels and some very jumpy moments put this right up with the best.

Why it rocks
Graphically this is a triumph, with all the tension you'd expect in a Quake game. Loads of mad weapons and enough options to make the game right for you.

Multiplayer verdict
Very fast and smooth, which is just what you want from a first person shooter. There's a great variety to the multiplayer levels and, with weapons as insane as these, you know you and your mates are in for some fun.

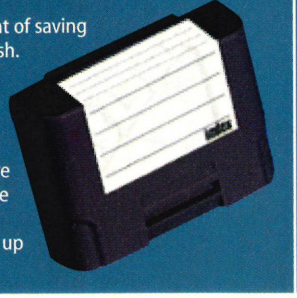
EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓

MEMORY PAKS

NOM TESTED

256k
■ **Nintendo**
■ **£14.99**
Not cheap but this memory card will never let you down, and they last for ages. Ours has been going for years making it a sure bet to store all your high scores.

8 meg
■ **Blaze**
■ **£14.99**
A massive amount of saving space for your cash. This is capable of holding all your high scores, save points and game info. Our extensive tests show it to be very reliable, too, with no lost data up to now.



Rayman 2

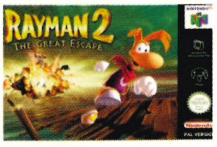
■ PRICE **£44.99** ■ PLAYERS **1** ■ GAME SCORE **91%**

The lowdown
Rescue Rayman's friends who have been kidnapped by some nasty space pirates. One of the best looking and most playable platformers for N64.

Why it rocks
It's not just a pretty face! There's some white hot gameplay with tricky puzzles, hard bosses and amazing secret levels to find. You'll be playing it for years!

Best bit
It's very hard to pick just one part of Rayman 2 that stands out, as there are so many magical moments to choose from. But we'd say that finally facing Captain Razorbeard is a bit nervy, but very exciting.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Resident Evil 2

■ PRICE **£44.99** ■ PLAYERS **1** ■ GAME SCORE **94%**

The lowdown
You've got to destroy a mysterious virus, fight off hordes of hungry mutants and solve some tricky puzzles, all under intense pressure. Extreme!

Why it rocks
You never quite know what lurks behind each corner, making Resident Evil 2 a jumpy scarefest quite unlike anything else on N64. You're looking at a classic.

Best bit
For amazing graphics and sheer jump out of your seat thrills, this game just can't be beaten. The scariest part is when a flock of crows breaks through a window as you pass by. We jumped, and you'll jump too, guaranteed.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓

Ridge Racer 64

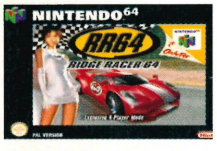
■ PRICE **£44.99** ■ PLAYERS **1-4** ■ GAME SCORE **92%**

The lowdown
The legendary Ridge Racer series finally touches down on N64, and it's a powerhouse of outrageous handling, mind bending courses and arcade driving mayhem.

Why it rocks
Not only does the game look amazing but it plays like a dream, with a choice of three power slide settings and some meaty cars to throw around.

Multiplayer verdict
Ridge Racer 64 is as fast as lightning in two player mode, but things get a bit murky and slow when there are three or four of you playing. Trackside detail tends to suffer, too. It's a shame 'cos it could have been better.

EXPANSION PAK	✓
MEMORY PAK	✗
RUMBLE PAK	✓



Rocket Robot on Wheels

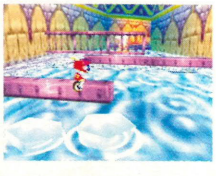
■ PRICE **£39.99** ■ PLAYERS **1** ■ GAME SCORE **90%**

The lowdown
A very different platformer starring a robot without arms or legs. Control Rocket on a last ditch effort to reopen Whoopie World, a huge amusement park.

Why it rocks
Little Rocket handles brilliantly and the levels are all designed with great imagination. Full of originality and wicked challenges. A first rate platformer.

Best bit
The game's packed with cool touches, but the last level, Mine Blowin', stands out. It's as tough a stage as you'll find in an N64 game. Completing it'll make you feel like a gaming god when you reopen the park.

EXPANSION PAK	✓
MEMORY PAK	✗
RUMBLE PAK	✓



Star Wars Rogue Squadron

■ PRICE **£44.99** ■ PLAYERS **1** ■ GAME SCORE **90%**

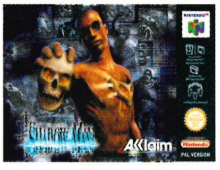
The lowdown
It's the Star Wars game everyone wanted to be ace, and it is! Control cool vehicles, from X-Wings to Airspeeders, in action packed missions.

Why it rocks
From the famous scrolling story at the start to the booming Star Wars music, this game is the real deal and as close to the films as a video game could get.

Best bit
As your spacecraft swoops down over Tatooine, you'll notice Luke Skywalker's house and Jabba's Palace, and from that moment on you'll know that this is going to be one wicked game. May the force be with you, Nintendoids.

EXPANSION PAK	✓
MEMORY PAK	✗
RUMBLE PAK	✓

Shadow Man



■ PRICE **£44.99** ■ PLAYERS **1**

EXPANSION PAK	MEMORY PAK	RUMBLE PAK
✓	✓	✓

The lowdown
In this disturbing spookathon, you play Mike LeRoi, aka Shadow Man, the only guy who can stop Jack the Ripper and Legion from destroying the world.

Why it rocks
It takes a while to get going but, once you're gripped, you'll find it a compelling playing experience. The plot twists and turns, giving you one fright after another.

Best bit
For sheer brown trouser scares the New York Mansion level is right up there, especially when you come across the fearsome Nail Gun Killer. A relaxing game you can play with your parents it ain't!

GAME SCORE	93%

South Park

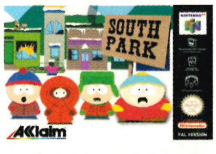
■ PRICE **£49.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**

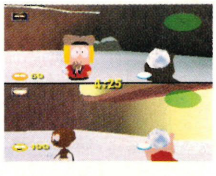
The lowdown
The filthiest, crudest and rudest kids on TV make it onto the N64 in this hilarious and very playable shoot 'em up. Blast away at hordes of mutant turkeys.

Why it rocks
It's exactly like the cartoon series, with all the wit and off the wall attitude of the South Park crew. It's also a very big game, and a challenging one at that.

Multiplayer verdict
The multiplayer mode is first class, with loads of different playing options and some slick gameplay. Plus you can choose from nearly all the characters from the TV series. And that can't be bad, can it?

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



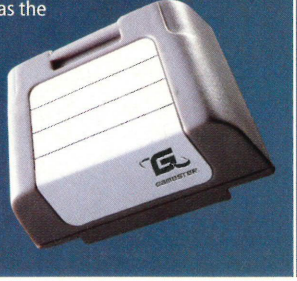


1 meg
■ **Logic 3**
■ **£5.99**

Very cheap and surprisingly reliable. You can also get a 256k pak for an incredible £2.99, which is a total bargain in anyone's language. Works okay, too!

256k
■ **Gamester**
■ **£4.99**

The same capacity as the official pak but this one's as cheap as chips. Reliable enough to save your most precious games. If you've got a bit of money to throw around, there's a 1 meg card for £7.99.



1 meg
■ **Joytech**
■ **£9.99**

It's red and it saves your game data. It's a generally reliable memory card, and we think a tenner is a decent price for a meg's worth of data storage. A very wise choice for gamers in the know.

South Park Rally

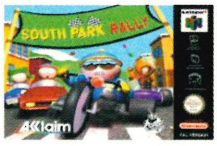
■ PRICE **£39.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**

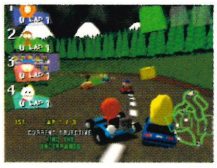
The lowdown
It's a kart racing game that rewrites the rule book by not having a set route or a chequered flag. You win by completing certain tasks.

Why it rocks
It doesn't even try to be a Mario Kart 64 or Diddy Kong Racing clone. Looks very different, with all of South Park's distinctive humour and top graphics.

Multiplayer verdict
Really comes into its own when you're playing with your mates. Corking fun with bad language and top multiplayer karting action. It's very fast and has blinding handling. We recommend you buy this.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓





1080° Snowboarding

■ PRICE **£29.99** ■ PLAYERS **1-2** ■ GAME SCORE **90%**

The lowdown
It's a snowboarding game, and a rockin' one at that. Combines jaw dropping graphics with ice cool gameplay. And with plenty of options, it's a quality title.

Why it rocks
The grinding soundtrack fits the action perfectly and, unlike other snowboarding games, you actually feel as if you're in full control of your board.

Multiplayer verdict
Okay, so there might not be a four player mode to thrash out with your mates, but there is a very fast two player. It's a wicked laugh and makes a welcome change to car or kart racing. Try it out if you fancy a change!

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✓

Star Wars Episode 1 Racer

■ PRICE **£49.99** ■ PLAYERS **1-2** ■ GAME SCORE **90%**

The lowdown
They've made an entire game based on the awesome pod racing scene in The Phantom Menace. Super fast racers and loads of futuristic courses.

Why it rocks
Like Rogue Squadron, Episode One Racer really manages to capture the spirit of the Star Wars films, as well as delivering an adrenaline charged experience.

Multiplayer verdict
There's only a two player mode, but because of that it's whippet quick. The futuristic space pods you get to choose from look ace, and the multiplayer courses are as good as the one player mode. Plays just like the Star Wars film.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓

Tarzan

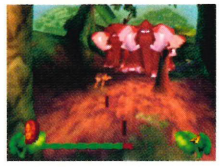
■ PRICE **£39.99** ■ PLAYERS **1** ■ GAME SCORE **90%**

The lowdown
Fab Disney tie in that's an action packed side scrolling treat of a platformer. Play as young and adult Tarzan, as you save the jungle from Clayton the hunter.

Why it rocks
It's a fantastic looking game, and the side scrolling levels are a welcome change to the wide open spaces of 3D platformers. It's easy to control Tarzan, too.

Best bit
Being chased by the rampaging herd of elephants is great fun, although keeping one step ahead of them is easier said than done. And when you get the hang of swinging from tree to tree it's just so cool.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Super Mario 64

■ PRICE **£29.99** ■ PLAYERS **1** ■ GAME SCORE **92%**

The lowdown
Super Mario 64 changed the way we thought about platformers when it first came out, and it still rocks even now. As ever, it's Mario against the wicked Bowser.

Why it rocks
It takes all the character and charm of earlier Mario games and injects them with some 3D platform fun. Amazing mini games, secret areas and puzzles.

Best bit
Turning on the machine and seeing Mario's world in 3D for the first time is an unforgettable feeling, especially when you're walking around Peach's castle. It looks so real you feel that you're actually inside the game.

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✗

Tony Hawk's Skateboarding

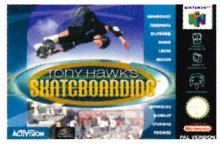
■ PRICE **£39.99** ■ PLAYERS **1-2** ■ GAME SCORE **90%**

The lowdown
It's skateboarding and it's mental! Pull phat tricks on a variety of levels, from shopping centres to school yards. Tons of tricks to learn, tons of fun.

Why it rocks
Without spot on controls this game could have been dire, but luckily it plays like a dream with intuitive controls that keep you close to the action.

Multiplayer verdict
Tony Hawk's Skateboarding has some really original multiplayer options, like the Graffiti mode, where objects are sprayed with your colour if you do a trick on them. Hard to get, so try second hand shops or look in bargain bins.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



Super Smash Bros.

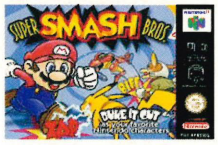
■ PRICE **£44.99** ■ PLAYERS **1-4** ■ GAME SCORE **90%**

The lowdown
The Nintendo all stars forget their cutesy image for a moment and start bashing each other to a pulp. One of the most playable beat 'em ups ever seen on N64.

Why it rocks
Aside from fighting all your favourite characters, the speed of the game is electric. There are loads of wild fighting moves and ace interactive arenas.

Multiplayer verdict
Without a doubt, this is the best beat 'em up you can buy for Nintendo 64 'cos you can choose from all your Nintendo faves! It's great to duke it out with Mario and beat up little Pikachu! He deserves the punishment!

EXPANSION PAK	✗
MEMORY PAK	✗
RUMBLE PAK	✗



Turok 2

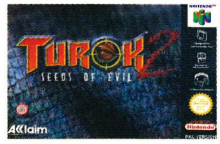
■ PRICE **£39.99** ■ PLAYERS **1-4** ■ GAME SCORE **94%**

The lowdown
Yet more dino crunchin' mayhem, with some of the goriest and scariest fragging to be found on N64. Some of the monsters you'll encounter are simply staggering.

Why it rocks
It's a huge game, make no mistake, and there's seldom a moments break from the monsters' attacks, leaving you twitching away like a mad man.

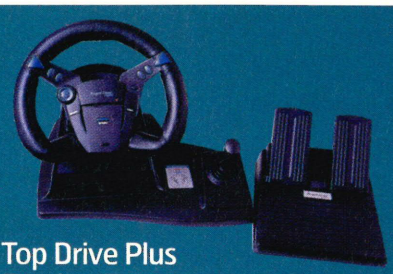
Multiplayer verdict
At the time of release, Turok 2 Seeds of Evil was considered amongst the best multiplayers the N64 had to offer. Now it looks a wee bit dated, so you might prefer to go for Perfect Dark or Goldeneye 007.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



STEERING WHEELS.

NOM TESTED



Top Drive Plus

■ **Logic 3** ■ **£59.99**

This wheel offers excellent handling, and it's got an awesome built in rumble effect. All the buttons are easy to reach and the whole thing feels very sturdy.

Formula Race Pro

■ **Thrustmaster** ■ **£49.99**

This wheel will fit on your lap and it won't fall off. The pedals feel particularly good, while the handling is spot on. A good all round wheel.

Turok Rage Wars

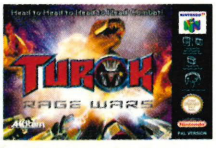
■ PRICE **£39.99** ■ PLAYERS **1-4** ■ GAME SCORE **93%**

The lowdown
It's a Turok game especially designed for multiplayer fragging. Packed with amazing arenas, kick ass weapons and really gross looking baddies.

Why it rocks
The game is designed for playing with your mates so, unlike in some other first person shooters, Turok Rage Wars is smooth and slick in four player mode.

Multiplayer verdict
To die for! There are some brill ideas, like choosing a series of arenas, so as soon as one battle finishes you're transported to the next. Easy to control and packed with monsters that make you poo your pants.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓



TWINE

■ PRICE **£39.99** ■ PLAYERS **1-4** ■ GAME SCORE **92%**

The lowdown
Based on the Bond film of the same name, this is a first person shooter that plays and looks very much like Goldeneye 007, even though it's not made by Rare.

Why it rocks
TWINE is an amazing playing experience with gorgeous locations, superb animations and some of the best missions you'll ever see in a shoot 'em up.

Multiplayer verdict
Okay, so TWINE's not quite a Joanna Dark beater, but it's still able to hold its head up high. The downsides are that it doesn't have as many playing options, the visuals are a little basic and it can feel quite slow.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓

WWF Attitude

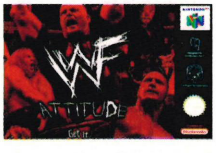
■ PRICE **£49.99** ■ PLAYERS **1-4** ■ GAME SCORE **91%**

The lowdown
It's a jam packed grapple fest that perfectly captures the world of WWF wrestling. Tons of options, mountains of wrestlers and multiplayer fun guaranteed!

Why it rocks
Although WWF No Mercy may look better, WWF Attitude is still a very capable wrestling sim. Its Create a Wrestler mode is strong, as is the grapplin' gameplay.

Multiplayer verdict
WWF Attitude is a red hot wrestling sim, with a mountain of different moves to use and wrestler animations that are smooth and fluid. Almost as good as WWF No Mercy. Pin, pummel and tie your opponent.

EXPANSION PAK	✗
MEMORY PAK	✓
RUMBLE PAK	✗



WWF No Mercy

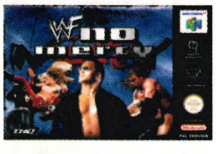
■ PRICE **£49.99** ■ PLAYERS **1-4** ■ GAME SCORE **96%**

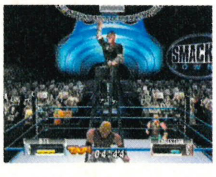
The lowdown
It's WWF, so you just know it's full of superstars, all bearing an incredible likeness to the real thing. In fact, the game does its best to mirror the real deal.

Why it rocks
With even more characters to control, it's the best wrestling game by a long chalk. Great to look at and the different options add loads of lastability.

Multiplayer verdict
Tons of new options will keep you and your pals going back for more. With the addition of Ladder Matches and the hilarious Guest Referee mode, WWF No Mercy really delivers the best multiplayer playing experience.

EXPANSION PAK	✓
MEMORY PAK	✓
RUMBLE PAK	✓





Who's who?

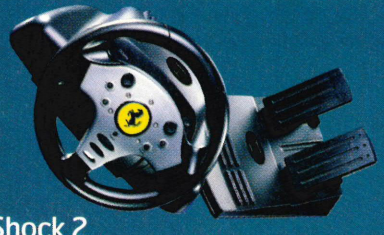
Every hero needs an arch enemy. Banjo has Gruntilda, Donkey Kong has King K. Rool and Link has Ganondorf. But the biggest bad guy is reserved for the best Nintendo star. Let's take a closer look at Wario.

How did he get his name?
The common belief is that the 'M' in Mario was simply turned upside down, but there is another possible explanation. The Japanese for evil is 'waru' and Miyamoto scored a double whammy by combining the two elements to create Wario.

Where did the evil one make his first appearance?
Wario first appeared in Super Mario Land 2: 6 Golden Coins on the Game Boy. Your goal in this platformer was to help Mario win back his castle from the purple dungaree wearing fiend.

Did he get a title to himself?
Wario has appeared in various Mario titles such as Mario Kart 64 and Mario Party, but his stint in the spotlight came when he got his own Wario Land Game Boy Color series.

What's the future for Wario?
He's set to make a welcome return on the Game Boy Advance in Wario Land 4. It's another side scrolling platform adventure that looks absolutely stunning, with loads of cool characters and weird locations. Look out for a full review next issue.



Shock 2
■ **Guillemot** ■ **£39.99**
A classy looking wheel, with very responsive handling. The pedals are okay, though not as good as the Formula Race Pro. But it's a great price.

V3 FX Racing Wheel
■ **Interact** ■ **£59.99**
It's a top wheel although it's not as widely available as we'd like. But if you do find it you'll be impressed with its rumble effect and precise controls.

Race 64 Compact
■ **Guillemot** ■ **£49.99**
It's got Formula One style gear changing paddles, so you don't need pedals. It also clamps to a table so it's dead stable as you bomb round corners.

Zelda Majora's Mask

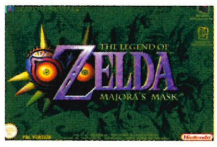
■ PRICE £49.99 ■ PLAYERS 1 ■ GAME SCORE 96%

The lowdown
More time travelling fun and games with Link, and again it's equal parts exploring, solving puzzles, meeting people and fighting. Learn new songs, too.

Why it rocks
Many thought this game would not be able to touch Ocarina of Time, but it silenced its critics with an adventure as engaging and compelling as before.

Best bit
Trying out the Deku Scrub Mask is a great moment, as is stopping the moon crashing down. With so many new Masks to try on and songs to learn it's hard to find just one best bit but beating Gyorg felt good.

EXPANSION PAK	✓
MEMORY PAK	✗
RUMBLE PAK	✓



Ocarina of Time

■ PRICE £49.99 ■ PLAYERS 1

EXPANSION PAK	MEMORY PAK	RUMBLE PAK
✗	✗	✓

The lowdown
Link stars in an adventuring RPG, set in the mythical land of Hyrule. The aim of his quest is to defeat Ganondorf and save the lovely Princess Zelda.

Why it rocks
Ocarina of Time is considered by many to be the greatest video game ever and, with a story that sucks you in and combat so engaging, it's hard to disagree.

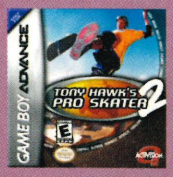
Best bit
Completing this adventure is an impressive feat, but for sheer spine tingling greatness it has to be the moment you time travel for the first time and see Link as an adult. It's just like a fairy tale!

GAME SCORE	97%

You've watched our CD-Rom, played the original, now get down to the shops and bag Pokémon Stadium 2 on 19 October.

Tony Hawk's 2

The GBA is simply brimming with awesome games, so let's take a look at one of the best.



■ PRICE £34.99 ■ PLAYERS 1

Game Link (1x4) ✗

Game Link (4x4) ✗

The lowdown
The king of grinding lands on GBA complete with all the tricks and arenas that made past Tony games great. Jump on your board and head out to the streets to rack up as many points as possible.

Why it rocks
THPS 2 contains nearly every option you could wish for. The controls are slick, the graphics are tasty and there's enough to keep you playing until you're old and grey.

Best bit
With so much going on, it's difficult to point out just one good part, but unlocking the secret Rooftop level proves what a top class gamer you are.

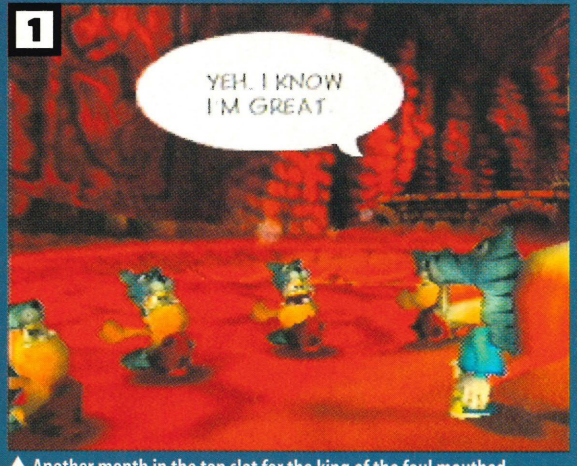
GAME SCORE	92%

Sales chart

Top 10

1 Conker's Bad Fur Day
2 Castlevania 2
3 Scooby Doo
4 WWF No Mercy
5 Banjo Tooie
6 Mario Tennis
7 Mario Kart 64
8 Pokémon Stadium
9 Pokémon Snap
10 TWINE

electronics boutique



▲ Another month in the top slot for the king of the foul mouthed squirrels. There's always room for bad language.

Contacts

Acclaim:	0870 1200268
Activision:	0870 241 2148
BBI:	02380 623172 / 02380 623169
Blaze:	01302 325225
Capcom:	020 7925 2565
Datel:	01785 810 826
EA:	01932 450000 / 0870 243 2435
Gamester:	01992 503133
Guillemot:	020 8686 5600
Infogrames:	0161 827 8061
Interact:	0161 702 5010
Joytech:	0800 389 9647
Konami:	01895 470500
Logic 3:	020 8902 2211
Midway:	020 7938 4488
Nintendo:	020 7471 6680
NYKO:	020 8903 3404
TDK:	01462 456780
THQ:	01483 767656
Ubi Soft:	0870 800 6160
Virgin:	020 7551 4222

RING TONES

09069 108953 Ireland 1570 927 590

Hey Baby (Uhh, Ahh) - DJ Otzi	111446
Because I Got High - Afroman	111454
Can't Get You Out Of My Head - Kylie	111388
Mambo No.5 - Bob The Builder	111389
Luv Me Luv Me - Shaggy	111392
Rock My World - Michael Jackson	111393
Bad Boy 4 Life - P Diddy	111394
Batter Up - Nelly	111416
Baby Come On Over - Samantha Mumba	111444
Lets Dance - Five	111281
Little L - Jamiroquai	111375
Take Me Home - Sophie Ellis Bextor	111374
21 Seconds - So Solid Crew	111341
Castles In The Sky - Ian Van Dahl	111270
Fire Wire - Cosmic Gate	111284
Perfect Gentleman - Wyclef Jean	111268
19-2000 - Gorillaz	111228
No Good 4 Me - So Solid Crew	111368
Little Respect - Wheatus	111358
Played A Life - Safri Duo	111345
Purple Hills - D12	111213
Drops Of Jupiter - Train	111340
All Or Nothing - O Town	111339
Scream If You Wanna Go - Geri I	111338
Like This Like That - Mauro Picotto	111307
Blow Ya Mind - Eve & Gwen	111304
One Minute Man - Missy Elliott	111283
Lets Dance - Five	111281
Another Chance - Roger Sanchez	111275
U Remind Me - Usher	111272
Dance For Me - Sisqo	111271
Heaven Is A Halfpipe - OPM	111269
Eternity - Robbie Williams	111267
Ante It Up - M.O.P	111257
Eternal Flame - Atomic Kitten	111256
Show Me the Way - Hearsay	111229
Bootylicious - Destiny's Child	111214
Cold As Ice - MOP	111188
Butterfly - Crazy Town	111182
Lady Marmalade - Christina Aguilera	111123
Get UR Freak On - Missy Elliot	111116
Angel - Shaggy	111114
Only Fools And Horses - Theme	111369
South Park Movie - Uncle Song	111344
Big Brother - Theme	111342
Austin Powers - Theme	111255
Transformers - Theme	111253
Inspector Gadget - Theme	111251
Good, Bad and the Ugly - Theme	111181
Friends - Theme	111152
South Park - Theme	111144
Superman - Theme	111143
Scooby Doo - Theme	111142
Muppets - Theme	111134
The Simpsons - Theme	111132
Match of the Day - Theme	111126
Star Wars - Main Theme	111125
Mission Impossible - Theme	111121
James Bond - Theme	111119
Teenage Dirtbag - Wheatus	111186

Ringtone Compatibility - Nokia: 3210, 33xx, 61xx, 62xx, 8210, 8110i, 88xx, 7110, and the 9xxx.Sagem: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949 MC950, MC952, MC956 & MC959(r) Motorola: T250, V50, V100, V8088 & Timeport 260 . Royalties paid to PRS & MCHS.

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36 Packs of Pokemon Cards. 396 Cards!

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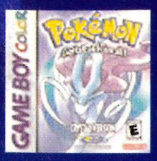

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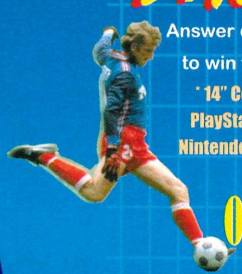

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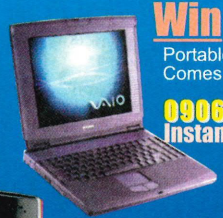

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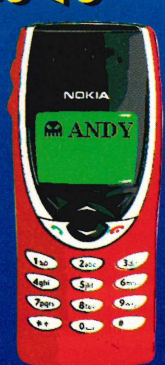
732	748	749	736	725	735	757	723	731	751	734	
742	761	750	722	740	737	759	746	730	744	726	

Use any alpha-numeric telephone. It will be with you within 24hrs! Number of characters may be limited and fonts may vary.



NINTENDO CHEATS

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WWF No Mercy 09063 657026	Mario Kart 09063 657021	Pokemon Crystal 09063 657028
Conkers Bad Fur Day 09063 608009	Goldeneye 09063 608052	Pokemon Stadium 09063 608008
Banjo Kazooie 09063 608057	Banjo Tooie 09063 657020	Smackdown 2 09063 608050
Pokemon Yellow 09063 608053	Pokemon Gold 09063 608051	Zelda 2 09063 608059

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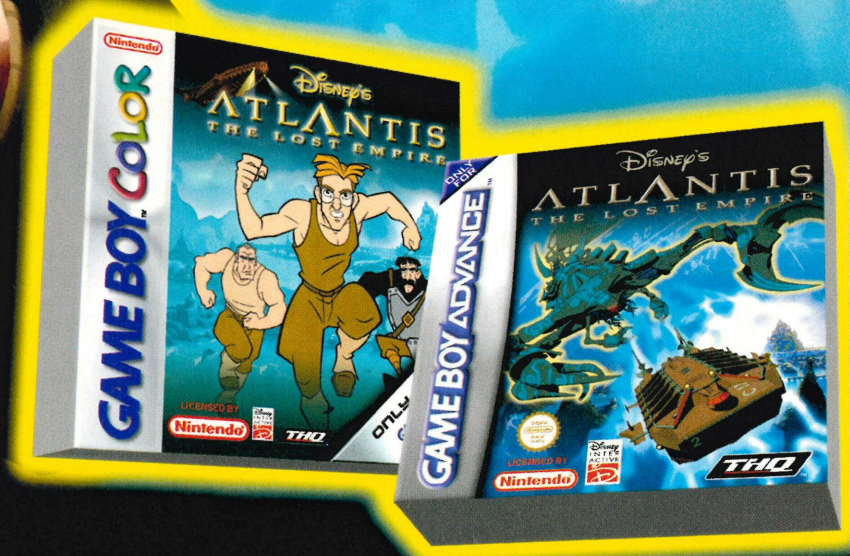

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GameCube

12 PAGE NOM SPECIAL PACKED WITH ESSENTIAL INFO

ALL THE NEW GAMES GBA LINK UP **ADD ONS REVEALED** INSIDE THE CUBE

Nintendo
POWER
NINTENDO
GAMECUBE
RESET
OPEN

Console Info

Release: **Spring 2002**
Price: **TBC**

Box of delights

Nintendo's answer to the next generation console war has arrived in Japan. The GameCube's here to bowl you over...

Whether you want to help Luigi catch ghosts or experience the most realistic console water effects ever, GameCube's the only place where you'll find the real action.

The Big N's groundbreaking new machine is the latest in a long line of jaw dropping Nintendo consoles and the good news is that it's coming to the UK in just a few months time. And from what we've seen, you've never seen anything like it.

This 128 bit beast is the only place where you'll be able to play Zelda, Mario and the next Resident Evil eat 'em ups as they are all exclusive to GameCube.

Not only that, but GameCube offers you the chance to play gamers from around the world using the up and coming Broadband Adapter.

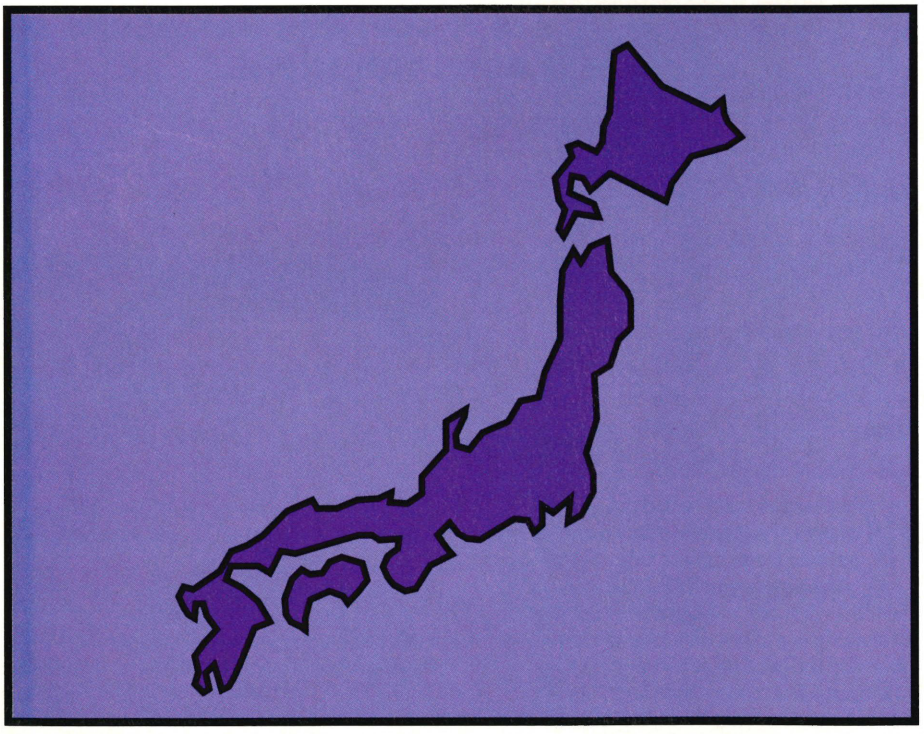
If you've got a Game Boy Advance, it even connects up to GameCube to act as a secondary controller to provide superior gameplay.

With GameCube mere months away, we wanted to open the lid and give you a closer look at what you can expect from Nintendo's new console.

We've got the lowdown on the games you'll be playing and have put your questions to one of the Big N's top brass. The answers will surprise you...

GameCube has arrived

The 14th September saw GameCube hit the streets of Japan and it's not going to be long before it takes over the world.



Japan

Just over a year since it was first unveiled to the public, GameCube was launched in Japan and they've been selling like hot cakes.

From Akihabra, Tokyo's electronic district, to stores nationwide, Nintendo sold a whopping 300,000 GameCubes in just three days.

Luigi's Mansion was the number one bestseller, and the combined sales of Wave Race, Super Monkey Ball and Luigi's Mansion topped 360,000.

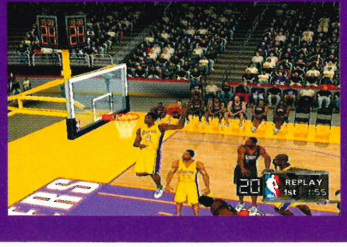
Japanese launch titles
Luigi's Mansion
Super Monkey Ball
Wave Race Blue Storm

Heading your way

Because it is quick and easy to make games for GameCube, developers are falling over themselves to make titles for Nintendo's new console. To give you a taste of what is to come over the next year, here's a quick look at some of the hottest games you can expect to see. If you were impressed by our first look at Wave Race, here are some more exciting sports sims.

NBA Courtside 2002

Endorsed by the LA Lakers' Kobe Bryant, this is one of the most playable basketball sims to date thanks to the passing system which is easy to pick up. Thanks to digitised faces, the players look incredibly lifelike.



Virtua Striker 3

Sega are putting together a reputable line up for GameCube and this footy sim provides superb arcade quality graphics. If Sega can pull it off in the playability stakes this could well be a GameCube table topper.

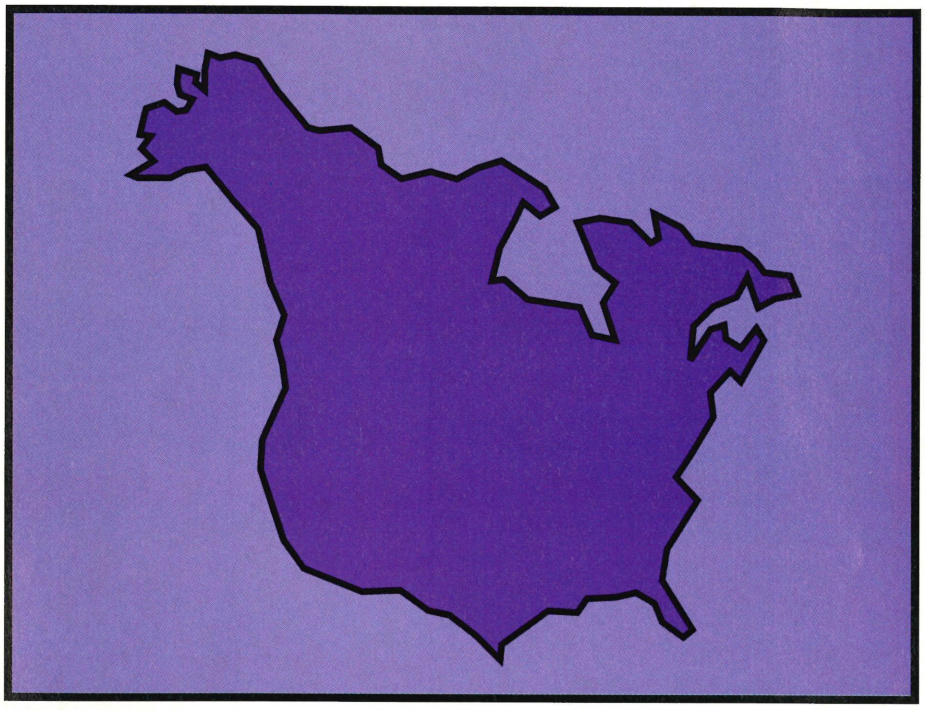
USA

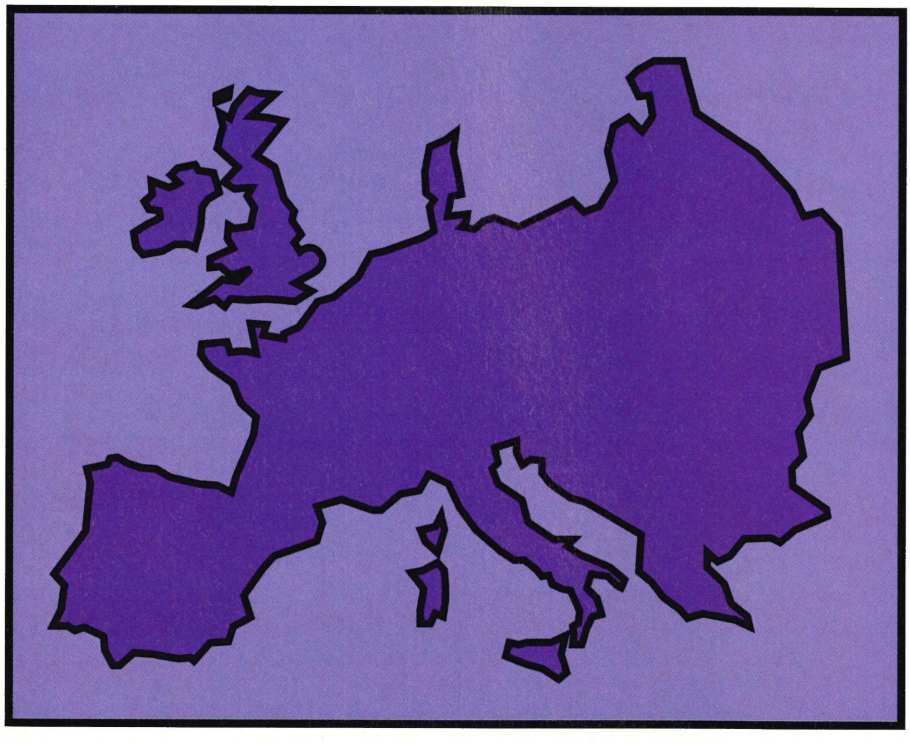
GameCube is due for launch Stateside on 18th November with a price of $199 and a heap of great games for Americans to enjoy.

Imported GameCubes won't work with UK games, so if you buy one you'll have to play with US titles which can work out expensive.

For more information on GameCube's price, check with your nearest import video games store.

US launch titles
All-Star Baseball 2002,
Batman Dark Tomorrow,
Crazy Taxi,
Dave Mirra Freestyle BMX 2,
Extreme G3, **Luigi's Mansion**,
Madden NFL 2002,
NFL Quarterback Club 2002,
NHL Hitz 2002, **SSX Tricky**,
Star Wars Rogue Leader
Rogue Squadron II,
Super Monkey Ball,
The Simpsons Road Rage,
Universal Studios,
Wave Race Blue Storm





Europe

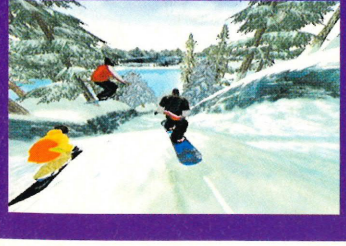
Nintendo has yet to make a decision on the European launch date. This will be made after GameCube arrives in the US.

All we know is that the console launch is pencilled in for Spring 2002. Consequently, a definite price and precise launch game details are still to be decided.

You can be rest assured that as soon as we know the date and price, NOM will be first with the news.

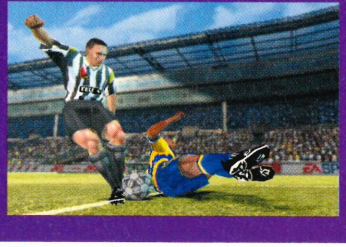
1080° Snowboarding 2

The sequel to what is the greatest ever snowboarding sim is in its early stages, but from early impressions at Space World, it's looking excellent. Expect some seriously tough mountain courses and new tricks to try and master.



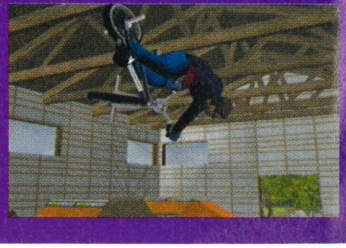
FIFA 2002

Electronic Arts' best selling footy series is kicking off on GameCube in the run up to next year's World Cup Finals in Japan and South Korea. Expect a better passing system than in previous games and all your fave international



Dave Mirra Freestyle BMX 2

If you like your games extreme, then this is going to be your bag. The only game to star 10 times world champ, Dave Mirra, you can perform over 1500 tricks, compete for sponsorship and take part in 10 multiplayer games.



Under the lid

Nintendo has pulled out all the stops to make GameCube the best next generation console. But why should you start saving your cash right now for the UK launch? Our one stop shop has all the information you need...

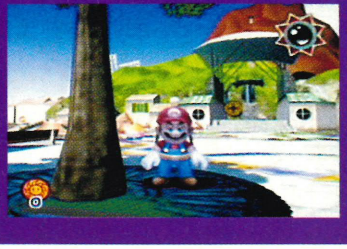
Size
Slightly smaller in height than the Game Boy Color and more compact than the N64, GameCube may be small, but its sophisticated look is packed to the rafters with technology to bring you the best games around. It's light and easy to carry too, thanks to the carry handle at the back of the machine.

GB Advance link up
We'll be going into more detail about the connectivity later, but GameCube will link up with GB Advance using a special adapter. In some games your GBA will act as a secondary controller allowing you to keep your moves secret from your opponents, while in others you can control your character using the GBA.

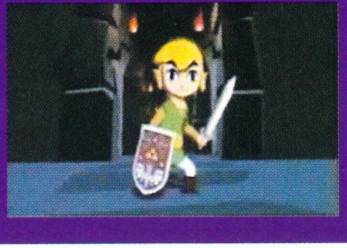
Play online
GameCube is solely a games machine, so even though the unit can't play DVDs, Nintendo is pulling out all the stops for online gaming via either the 56k Modem Adapter or Broadband Adapter that are due out next year. One of the first online GameCube titles will be Sega's Phantasy Star Online Version 2.

Heading your way
GameCube is going to house some of the hottest action adventure titles ever created. All the games featured on these pages are exclusive to the system, so you'll only be able to play them on GameCube. Tell that to your PlayStation owning mates! Just take a look at some of the games we are salivating over and remember, you'll be playing them next year!

Mario Sunshine
Although what Mario Sunshine exactly entails is still unclear, Miyamoto's demonstration at Space World back in August revealed a dazzling new Mario world. Nintendo also stated that it will be out next summer in Japan.



Zelda GameCube
His new look might not please everyone, but the style is definitely eye catching. The cell animations is straight from the Disney rulebook and let's not forget, every Legend of Zelda quest so far has been a Nintendo classic.



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ZELDA BLAG FEST

p16

16 PAGES

The Legend of Zelda

RPG gaming gold busted open on your GB Color

THE LEGEND OF ZELDA™

SPECIAL COLLECTORS' EDITION MINI MAG

Game Boy Reviews

✓ We promise every game has been tested by our expert players. They tell you what they really think and won't score a game high they wouldn't want to play themselves...

How they score

0–44	Real rubbish
45–64	Still not worth playing
65–79	Nothing too special
80–89	Pretty good, but not exactly great
90–100	Amazing game you must play!

Awesome
Our Awesome award is only given to games we love and think you really must play. It's only ever given to games that score over 90%.

GAME BOY COLOR
Legend of Zelda
Oracle of Seasons p2

Legend of Zelda
Oracle of Ages p6

Game Info

By: **Nintendo**
Price: **£24.99**
Release: **Out Now**

GAME BOY COLOR
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The Legend Oracle of

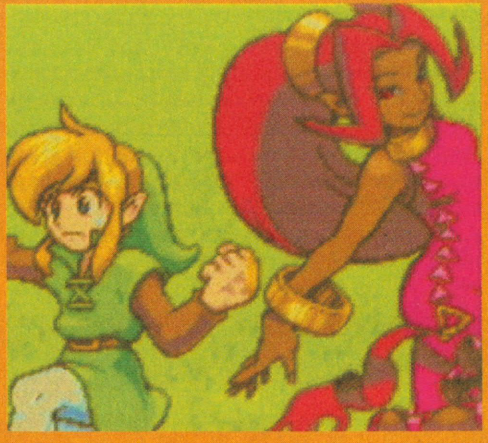
A hero in our midst

Oracle of Seasons begins with Link appearing in a strange land, called Holodrum, where he is tended by Din, a kindly local girl he meets at a forest party.

But all is not as it seems as Onox, the evil General of Darkness, arrives in a whirlwind and kidnaps helpless Din, imprisoning her in the mystical Temple of Seasons.

Link then learns that Din is actually the Oracle of Seasons, and that by imprisoning her, Onox hopes to muddle up the seasons and end life as we know it.

Link is recognised as the only hero capable of stopping Onox and rescuing Din, but he's going to need all the help he can get in this mammoth GB Color RPG quest.



▲ That dastardly Onox has captured Din, the Oracle of Seasons. But which brave warrior has the strength to rescue the damsel? It's you!
◀ All is calm and peaceful as you dance with Din down in the forest, but there are evil forces lurking in the shadows just around the corner.

# of Zelda Seasons

Proving once and for all that Nintendo love their public, they are releasing two brand new Zelda adventures at the same time. First up, the legend continues with Oracle of Seasons.

Nintendo AWESOME

LOOKS Classic Zelda GBC graphics and an excellent level of detail really draws you into the world of Holodrum.

The Rod of Seasons

If you want to complete this mammoth RPG then there's one very important skill that you'll have to learn very early on, and that's how to control the seasons.

By finding the magical Rod of Seasons, Link can learn an invaluable skill and change the climate at a stroke.

To use the Rod of Seasons you will notice a number of tree stumps. In order to change the time of year, Link must leap onto the stumps and whirl the magical rod around his head.

Certain areas only become accessible at a particular time of year, so you must find those stumps. For example, by changing the season to winter Link can skate across water to reach new ground.

▲ The Rod of Seasons is the key to the game. Find it in the strange underground world of Subrosia and use it to alter the weather above.

▲ If you want to change the season, then you'll have to find a tree stump and cast the Rod of Seasons for all you're worth.

▲ And voila, Holodrum will be covered in a blanket of snow. Now you can dust off your ice skates and skim across the frozen lakes to new areas.

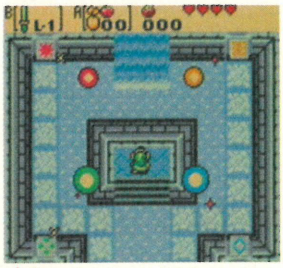
Season hunter

The Rod of Seasons is essential to progressing through the game but, like most things in Zelda titles, you'll have to work hard to realise its full power.

The Rod is hidden in the sunken ruins of the Temple of Seasons that lies underground in the strange world of Subrosia.

Once you enter the temple, voices cry out to you, telling you about the Rod. They ask you to find them, so they may help you out.

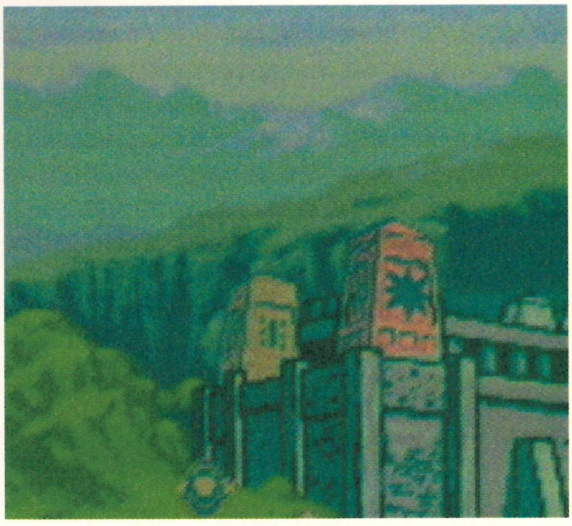
Once you find it, the mysterious Season Spirits tell you to find them. Only by locating each Spirit in one of the four towers can you unleash the potential of the Rod.



▲ These four Season Spirits possess the power to alter the climate. But they're scattered far and wide.

▶ The first of the Spirits, Winter, is easy to find. It's right next door to the Rod itself, but you'll have to look harder for the other three.

▼ The Temple of Seasons hides many secrets, but it's been buried deep underground. You'd better find a hidden entrance if you want to get anywhere in this classic game.



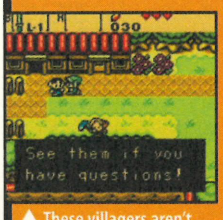
Are you local?

As with most RPGs, it is helpful to speak to anybody you can find to learn as much information as possible, and dig up a few clues to help you save Din from General Onox.

Where this game differs from most adventures is that nearly all of the people that you speak to have something useful to say, rather than just wittering on about nothing in particular.

Even in the game's early stages in Horon Town, it's possible to learn information from the locals and to make some encouraging progress to track down Onox right from the word go.

If you ever find yourself stuck or lost, there's usually a helpful villager to point you in the right direction or help you to retrace your steps if you find yourself stuck out in the wilderness.



▲ These villagers aren't wasters. They really are extremely helpful locals.

▶ The shop is always the best place to go when you've got some money.

SOUNDS ▶ A wide variety of stunning music sets a perfect atmosphere for each Holodrum area. There are few sound effects, but the ones used are very good.

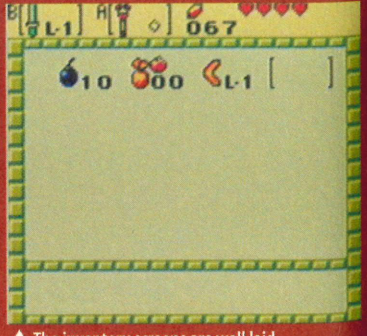
Bag of tricks

Link may only be small, but he's able to carry a very large bag of handy items to help in his giant quest.

The item screens are very easy to navigate, and Link can assign items and weapons to the A and B buttons.

Your belongings can be accessed at any time, except during cut scenes, and it's easy to pause mid battle while you swap between weapons to give you an advantage.

The items you collect remain useful throughout the entire game, so remembering what each item does is essential to completing the tricky tasks that await.



▲ The inventory screens are well laid out and easy to move around. Link must be strong to be able to carry this lot.

▶ The Sword and Boomerang are two important items to have in your hands.

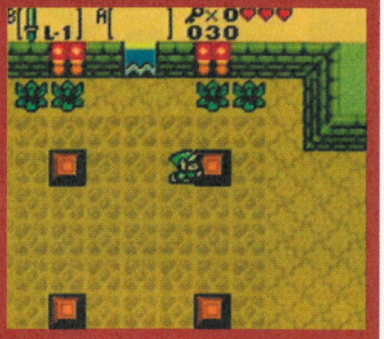
Perfect puzzles

The number and variety of puzzles in Oracle of Seasons is quite staggering and they will have you playing for hours.

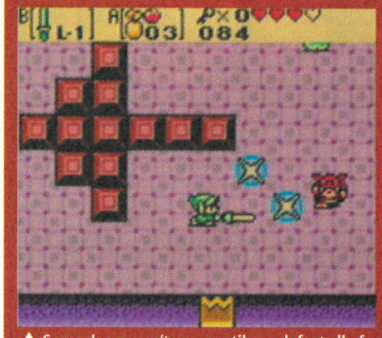
Most of the puzzles rely on pushing, pulling and picking up objects, finding keys and defeating scores of tough enemies.

But there are some occasions when your reflexes and timing will be tested, like in the dance competition in Subrosia.

Here, you must join in and copy the locals' moves. By doing this you will win the competition and receive the cool Boomerang.



▶ Oracle of Seasons contains the obligatory puzzles where you must push and pull blocks.



▲ Some doors won't open until you defeat all of the enemies in a room. Better draw that sword and be prepared to get slicing and dicing.

▲ The Subrosian Dance Hall competition provides excellent entertainment. But you'll have to be serious if you want to get that Boomerang.

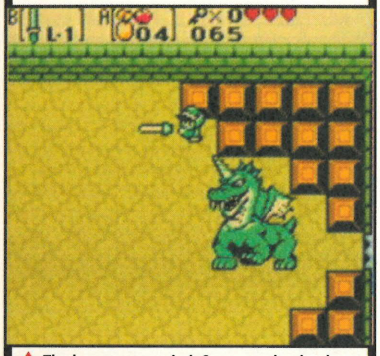
Boss battles

The bosses in Oracle of Seasons are fantastic. Each has their own style and character, so fighting them never becomes dull or repetitive.

The key to defeating the bosses is to find their weak points, so be prepared to die a few times before you learn the secret to defeating some of the harder bosses.

If you want a handy hint, it's useful to try and find an owl statue. Keep your eyes peeled as they usually sit near important or difficult areas of the game.

Throw a Mystery Seed at them and they'll come to life and give you some useful advice on how to negotiate the puzzle. The wise owls know everything about the world of Holodrum, so listen carefully to them.



▲ The bosses are varied. Some can be dead easy to kill while others provide a much stiffer challenge that only the best gamers can beat.

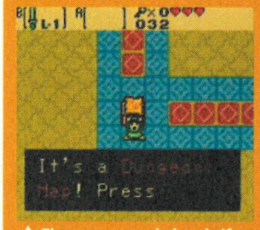
Dungeon quest

The real action takes place in a number of increasingly difficult dungeons.

Each dungeon contains a sub boss and a main boss, and you must defeat both enemies in order to unlock the eight essences that are essential to rescuing Din.

By carefully hunting through each room, you will find chests that contain the dungeon Map and Compass. These are very useful as they allow you to see where you need to explore next.

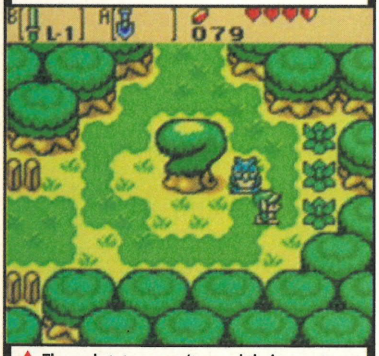
You must also be on the look out for crumbling walls or floor panels, as these can be blown up using bombs to reveal secret areas… and the possibility of extra goodies.



▲ The map comes in handy if you need to find out which rooms you've not investigated.

▲ These sub bosses are very easy to kill. A few sword swipes and they should be history.

▲ Crumbling walls can usually be blown up with your bombs, opening up a whole new area.



▲ The owl statues won't reveal their secret unless you throw a Mystery Seed at them. They can give out some pretty useful advice.

▶ When you get a new item, it's important that you learn what it does as it will remain useful to you throughout the entire adventure.

GAME LENGTH Prepare yourself for a long journey, adventurers. Oracle of Seasons provides a real challenge for those of you brave enough to accept it.

GAME SCORE

Nintendo® OFFICIAL MAGAZINE

Oracle of Seasons is not to be taken lightly. It's a huge game with some really tough puzzles, but it's so well put together that every minute of playing time is a sheer joy. This is an essential purchase.

SCORE 95%

Quick flick! ▶▶ Find out how Oracle of Ages scored on p9

The Legend Oracle

Game Info

By: **Nintendo**
Price: **£24.99**
Release: **Out Now**

GAME BOY COLOR
~~GAME BOY~~

The second installment in this double whammy of Zelda loveliness sees our diminutive hero controlling time. Have you had enough yet?

Time travelling Link

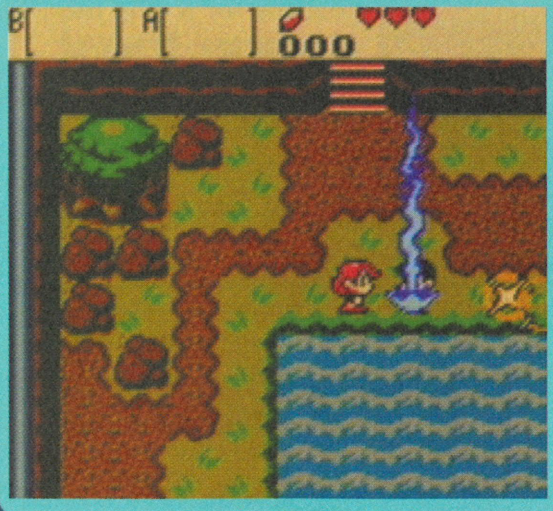
In Oracle of Ages, Link finds himself in a strange, dark world called Labrynna where he is tricked by the evil Veran into getting close to Nayru, who isn't what she seems.

Nayru is actually the Oracle of Ages, who has the power to control time. But the sinister Veran has possessed Nayru's body and is using her powers to travel back and forth through time.

In the distant past, Veran orders her subjects to begin work on a huge tower that will eventually block out all light from the sun and plunge the world into complete darkness.

Link must travel back and forth in time to thwart Veran's dastardly plan and rescue Nayru from her terrible curse.

◀ Oh no, you've been tricked. Veran has managed to sneak into the village and kidnap Nayru. What are you going to do?



▼ Now that Veran has the awesome power of the Oracle of Ages, she can manipulate time and throw the world into chaos.

LOOKS Darker and more menacing than Oracle of Seasons. This game still maintains that classic Zelda GBC look.

# of Zelda
e of Ages

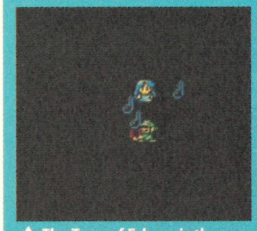
Name that tune

The key to moving successfully around the world of Labrynna and find Veran is to learn new tunes that can be played on the Harp of Ages.

When you first acquire the harp, you will be taught the Tune of Echoes. This haunting piece of music opens a time portal between the present and the past.

To open these portals, you'll need to locate an appropriate place to play your tune. Find grey areas of dirt, play the harp and you'll unlock a swirling time portal.

Later on in the game, you will be able to learn new tunes that will allow you to travel through time and gain access to unchartered areas of Labrynna.



▲ The Tune of Echoes is the first melody that you will learn. Now you can travel back and forth through time.

▲ You'll need to find these swirly portals if you want to be a time traveller. Play the harp near them to open up a portal.

▲ As you progress through the game, you'll learn more tunes. These will enable you to harness even more magical powers.

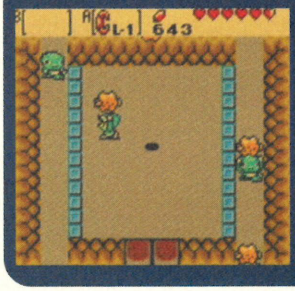
Crescent Island

Like Subrosia in Oracle of Seasons, Ages has its very own strange race of alien beings that you must befriend to help you in your quest.

After your raft gets caught in a storm you will be washed up on Crescent Island and after you wake up you'll to find that you are surrounded by Tokay lizards.

These dastardly island dwellers steal all of your precious items and disappear leaving it up to you to find them or bargain with the Tokay to get your stuff back.

You'd better have plenty of Rupees in your pockets too, because there's a game that you have to play on Crescent Island that's anything but easy.



◀ Those crazy Tokays have stolen all of your items, and they won't give them back easily. Better get hunting.
▼ This opportunist lizard says that these items are his. You'll just have to do some clever bargaining to them back.

◀ This game costs 20 Rupees a go, so make sure you have loads of cash because it's far from easy.

I'm like a bird

The Harp of Ages isn't the only important item that you'll need to find in Ages. Another vital piece of equipment is Roc's Feather.

When equipped, this clever blue feather allows Link to jump, instantly opening up new areas and gives you more room for adventure.

The jump feature also adds a new dimension to the side scrolling platform elements of the game, allowing Link to leap on top of the Thwomps and reach higher platforms.

Back in the outside world, Roc's Feather will allow you to leap over nasty looking gaps. This skill is particularly good for avoiding watery obstacles that stand in your way.

▲ When on the normal game screen, Roc's Feather gives you the power to jump clean across gaps.

The harp

This is the device that allows you to travel through time. Playing the harp in a particular area will open a portal that links the past with the present.

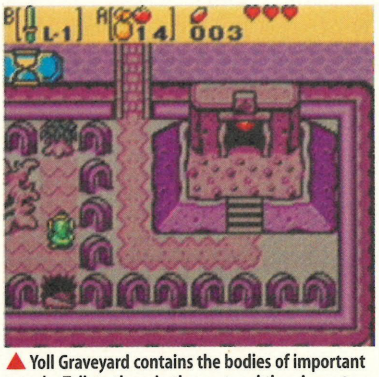
You'd better get used to time travelling because you'll be doing a lot of it if you want to complete this gigantic GBC game.

Certain areas are inaccessible in the future, but are easy to get to in the past, and vice versa. To lend a hand, there are plenty of clues to remind you where you should be.

As you progress through the game, you'll learn new tunes for your Harp which will allow you to teleport to new areas on the map.

▲ The Harp of Ages is the key to the game. You'll need this instrument to be able to move backwards and forwards in time.

▲ Welcome to the past. It all looks a bit different doesn't it? Still, at least the locals speak the same language, so that should help you out.



▲ Yoll Graveyard contains the bodies of important people. Talk to them in the past and then jump to the future to uncover their hidden secrets.

SOUNDS **The music and sound effects are similar to those in the Oracle of Seasons. Chances are if you liked that music, you'll like these tunes, too.**

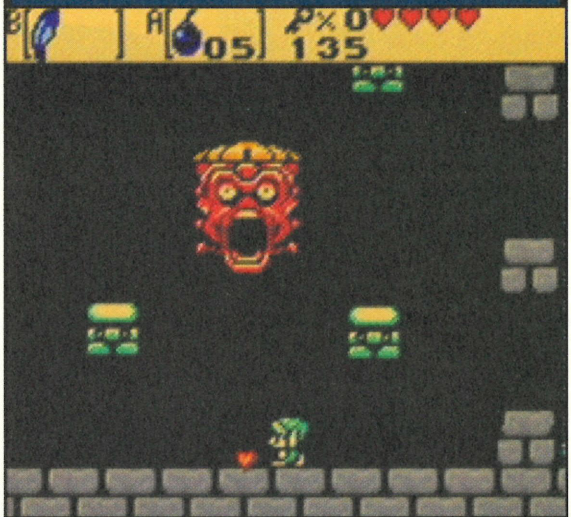
Don't be bossy

Just like in Seasons, the main action takes place down in the dungeons and the bosses are just as varied and vicious.

Bosses require a different strategy to defeat them. Most of the sub bosses can just be thrashed with Link's mighty wooden sword.

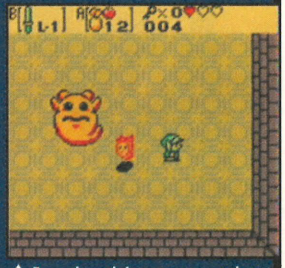
The main level bosses require you to be a bit more cunning. Make sure you've got your Zelda thinking cap on when you meet these bad guys or you could find yourself back at the dungeon entrance.

Luckily, you can save the game really easily, either after you die or before you enter the boss rooms, so make sure you do. The Labrynna boss fights require all the cunning skills you can muster.



▲ The bosses in the Oracle of Ages are pretty mean looking. This Thwomp boss looks really angry, but a few bombs should do the trick.

▲ This crazy bird has got it in for poor Link. Watch where it decides to land and avoid the gaping holes or you'll have to start all over again.



▲ Even the sub bosses are tough, but thankfully Link's got the power of his wooden sword in his hand. Go get 'em little heroic buddy.

Ring me

A big part of both the games is the collection and appraisal of magic rings that are found all over Labrynna.

A ring's power cannot be used unless the ring has been appraised in the village by Vasu the jeweller. Once you've found your first ring, you can have it appraised for free by this expert.

But for each extra ring you find, you'll have to pay to find out what it does. It's well worth doing, because the rings can give you some great powers, but only if you search long and hard first.

The first ring you get does nothing except look pretty, but some of the later rings can give you fantastic fighting powers, like doubling or even tripling your sword damage against enemies.

With so many dungeon bosses to encounter before you reach Veran, you are going to need all the help you can get.

▲ The rings open up new powers for Link. You'll find them littered about the game, so keep them safe and go and find Vasu the village jeweller.

▲ The ring appraiser, Vasu, will look at your find and tell you its power. But he doesn't come cheap. It's 20 Rupees every time you want a ring appraised.

▲ The first ring doesn't help much. You'll just have to hunt harder to find some more powerful rings.

Added extras

Some of the best elements of these two Zelda games come when you add a Link Cable.

Special items and secrets can be unlocked on one cart and then used on the other to start your game in different positions and with even more varied consequences.

And if you own a Game Boy Advance, there are yet more extras for you to enjoy. Slot this cart into the GB Advance and you can uncover even more new secrets.

We're confident that these games are big enough to last even the most hardcore of gamers as there is so much going on. Prepare to be amazed, Nintendo fans.

▲ By linking up two Game Boy Colors, you can unlock extra secrets to use in these amazing titles. Now that's what we call value for money!

▲ Playing the game on a Game Boy Advance won't improve the graphics, but it will allow you to get hold of some juicy hidden extras.

GAME LENGTH **A truly mammoth adventure. Slightly harder than Seasons, but no worse for it. This could be in your GBC for a long time.**

GAME SCORE

Nintendo® OFFICIAL MAGAZINE

Oracle of Ages uses the same engine as Seasons, but the puzzles are more testing and the atmosphere is darker. It's up to you which one you play first, but which ever way, you won't be disappointed.

SCORE 95%

Quick flick! ▶▶ Get your hands on these two Zelda titles, p16

✓All tips work ✓The best Zelda hints ✓Be a hero

Legend of Ze

Oracle of Ages & Seasons

As always, both of these Zelda quests are as hard as nails. Here are the solutions to some of the questions we've already received!

Contents

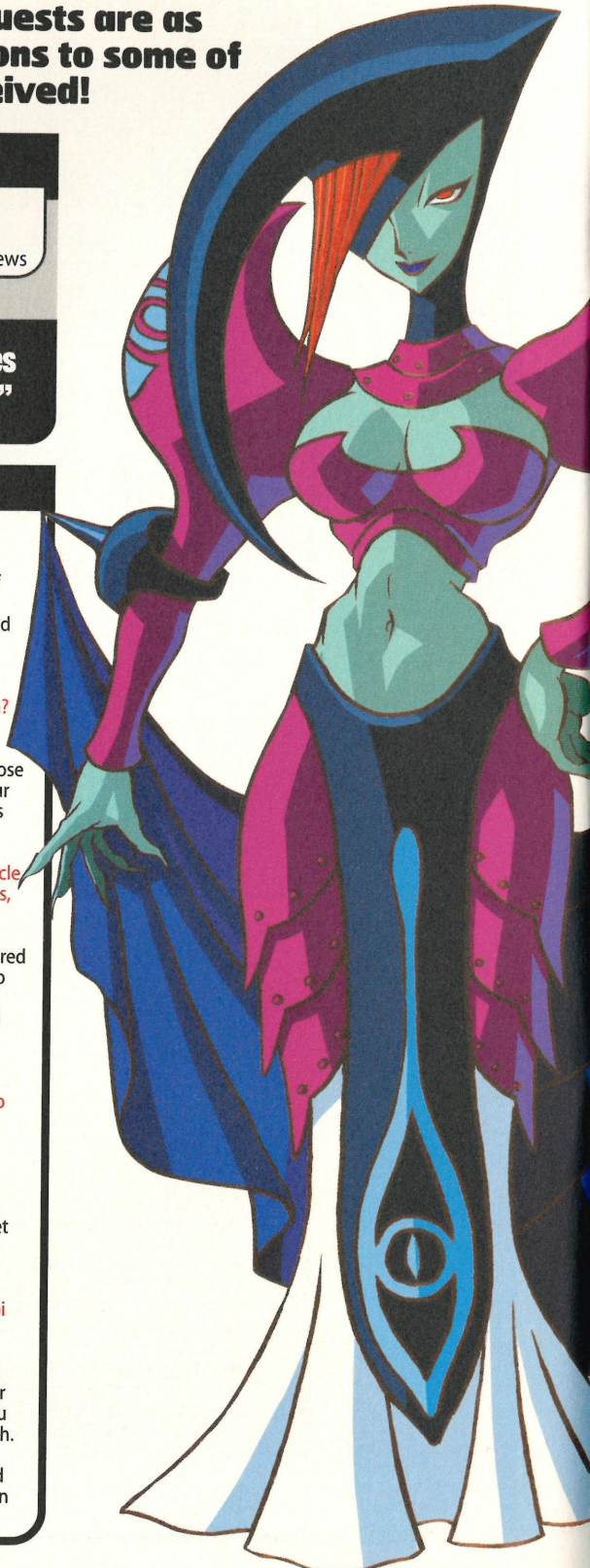
Links quest

✓ *Tough bosses beaten*
✓ *Puzzles solved* ✓ *Hidden items* ✓ *Battle tips* ✓ *Secrets unlocked*

Past Links

Issue 107 Seasons Big Game
Issue 108 Ages Big Game
Issue 110 Ages / Seasons Reviews

WE SAID "Link's done it again! RPG heroes come and go, but Link shows no signs of age."



Boss battles

There are eight dungeons in both Oracle of Ages and Oracle of Seasons, with a boss at the end of each dungeon.

Beating them is easier said than done as it takes more than a swipe of Link's sword to put these guys out of action.

Each and every boss has their own weak spots and it's up to you to find them, so get your thinking cap on and weapons at the ready!

Q I'm playing Oracle of Seasons and I can't beat the boss in the Dancing Dragon Dungeon. What weapon do I use to damage him?

A You have to weaken this meany bit by bit. First you should use your sword to slice off his razor sharp claws. He won't be using those anymore! The boss will now start to open his eye, so whip out your slingshot and shoot his eye a few times. Defeat this dungeon boss and the fourth essence will be yours adventurer!

Q I've managed to work my way through the Mermaid's Cave in Oracle of Ages, but now I'm stumped on the final battle. I can hit the boss, but I always die before he does. Help!

A Just as in the Wing Dungeon, this creature is vulnerable when his red face is exposed. Charge in and slice him at this time, then dive into the water with him and attack him there, too. He's very tough and you'll have to repeat this many times but you'll come out better in the end if your sword swinging skills are up to scratch.

Q In Oracle of Seasons I have come up against a beast called King Dodongo. He is immune to my sword attacks and I've even tried to blow him up, but nothing happens. What do I do?

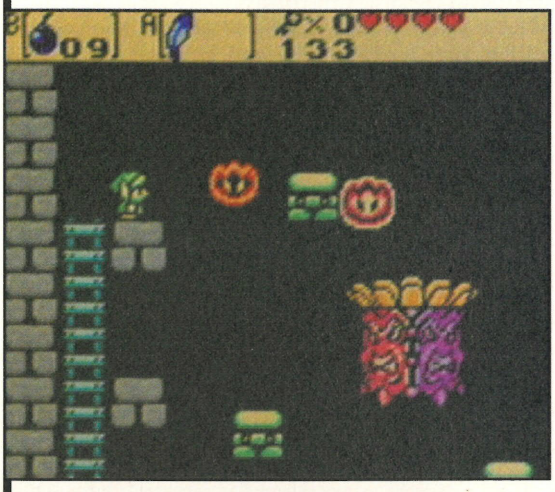
A This monster's thick armour makes him invincible to outside attacks, but he hasn't got armour inside him has he? When he opens his mouth, quickly lob in a bomb and it'll blow up inside him. Now while he's stunned, pick him up with your Power Bracelet and throw his bloated body onto the spikes in the middle of the room. Repeat this and you'll soon soften him up!

Q I have finally met up with the evil Veran, but I just cannot get Ambi to escape, so I can get on and win the battle. Please help!

A This can be tough! First put Ambi to sleep with Mystery Seeds and use your Switch Hook to pull Veran so you can smack her with your sword. After three hits Ambi will escape. Now in her Fairy form, you must swipe her whilst avoiding the evil Links, or kill them for health. Now she'll turn into one of three animals. For the Turtle, swipe her head when it is exposed. The bee flies in a set path, so be prepared to slice it down when it flies in near you. Finally, use a bomb to stun the spider and then use your sword to finish her off.

lda

Brain bending puzzles



Q In the Wing Dungeon in Oracle of Ages, I have been confronted by a spinning cube creature but nothing I try harms him. How do I put this ugly creature out of action once and for all?

A The key to defeating this boss is all about timing. You must throw a Bomb into the opening on the top of the cube when his red face appears. However, if you time it wrong and drop in a bomb with any other face, he'll unleash a deadly attack on helpless Link. The red face is his only weak side. Four well timed bombs will see him off!

◀ Don't throw any bombs until the red race appears on the cube or it could be curtains for Link.

Q The Moonlit Grotto in Oracle of Ages is home to a nasty witch that I just cannot defeat! She always appears behind me and disappears when I turn round. Is there another way?

A Yes, of course there is! First of all, when the witch materialises behind you do not face her or she will flee! Get out your Seed Shooter and wait for her to appear. Quickly shoot the opposite wall and move out the way so it hits her on the rebound. She'll give up after six hits.

▶ Give the evil witch what she deserves with your Seed Shooter.

Q I'm at the end of Oracle of Seasons and stuck on the final battle with Ganon. Please help me whip his butt and restore peace to the land!

A The toughest thing about fighting Ganon is avoiding his lethal attacks. Nowhere in the arena is safe so you should memorise his attacks and ready yourself before they're launched. You can also use the Mirror Shield to deflect the energy balls he fires. It is best to use the Spinning Sword Attack to do the most damage as it is harder for him to dodge. Take every chance you get to charge in for an attack, then retreat before being hit. It'll be a long battle but you've got the skills to do it!

Q I had such a hard time in Jabu Jabu's belly in Oracle of Ages, and now I've entered the boss room I'm having even more trouble! None of my weapons have any effect on the enemy. Got any tricks?

A It just so happens we do! If your weapons don't work, use the enemy's attacks against him! Just wait for him to shoot at you, then use your Switch Hook to grapple him and switch places with him. His own fire will hit him causing a little damage. He'll be tamed after absorbing seven shots. Beware, do not use your Switch Hook when he generates electricity or you'll be fried in an instant! When you win, collect your Heart Piece.

▶ A useful piece of Heart will be yours if you defeat the evil boss.

Q I'm trying to defeat the boss in the last temple in Oracle of Ages, the Ancient Tomb, but he keeps changing his attacks. Could you tell me how to counter his tactics?

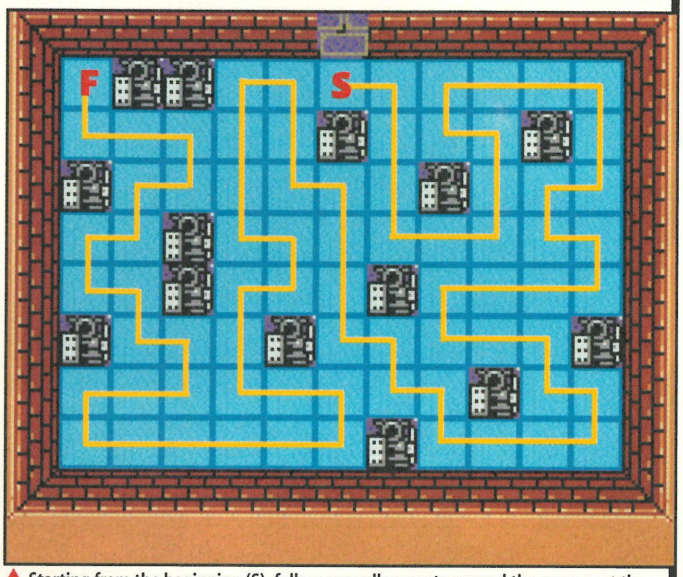
A No problem! The first attack is his throwing fists. Simply use your sword to hit them back at him. When he tries to grab you with his hands, throw bombs between them before they close and they will blow up. Now he'll use a shield. His weak spot is behind him so bounce seeds off the wall to hit his back. His last attack is with large metals balls. Grab one with your Power Glove then release it to collide with another ball, which will rebound and hit him. Just three of those will finish him off, so keep your wits about you and keep moving.

Tricky teasers

Every dungeon you explore will be packed full of puzzles. Some are a piece of cake, but others are near impossible!
We have picked out a few of the most brain bending puzzles that we think might give you all problems and, to save you the trouble and frustration, solved them for you! You'll be catching up with Onox and Veran in no time at all!

Q I'm in the Skull Dungeon in Oracle of Ages and am stuck on the tile puzzle. I think a chest should appear in the centre of the room, but I have no idea how to get it. What am I supposed to do?

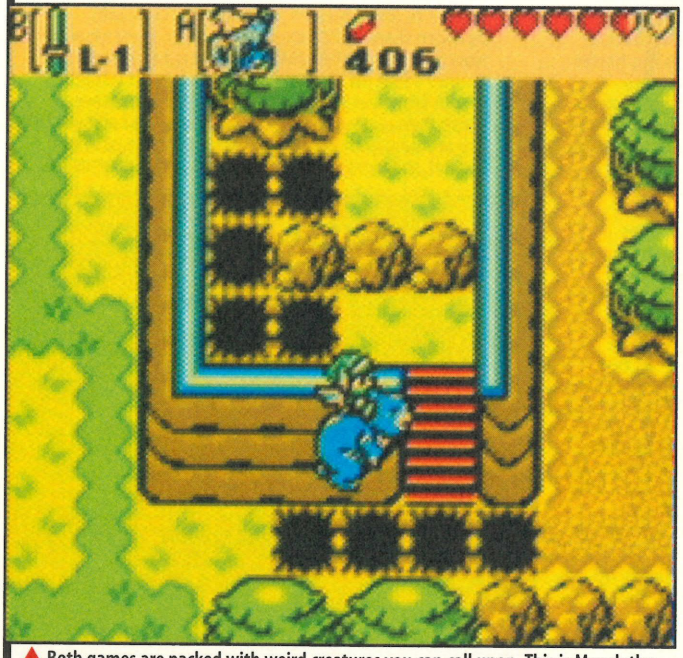
A You're right, a chest does appear containing the Switch Hook. To solve this puzzle you have to get to the square where the chest will appear, stepping on all the other tiles along the way. If you miss any squares you'll fail and you'll have to start again. Look at our picture to the right for the correct route!



▲ Starting from the beginning (S), follow our yellow route around the room past the knights in shining armour to reach the finish (F). Follow it to the letter to get the chest.

Q I'm playing Oracle of Seasons and I have reached the Ancient Ruins but I cannot find the Boss Key! I'm enjoying the game but this is driving me crazy! Can you help?

A Don't fret! We can ease your frustration if you follow our directions. Use your Magic Boomerang to hit the moving Crystal Switch then go into the unlocked room and down the hole. Head right and ignite the torches and climb the new stairs that appear. Go right, collect the Red Ruby, then use the Pegasus Seeds and Roc's Feather to escape the room before being crushed and grab Key.



▲ Both games are packed with weird creatures you can call upon. This is Moosh the bear and you can use his magical hovering skill in the awesome Oracle of Ages.

Q In Oracle of Ages I need to cross the bridge to Symmetry City but the workers are taking a break and I cannot get over the hole to them. Is there another way in?

A Nope! The only way to get to the lazy builders is over the holes but for this you need the help of Moosh the bear. Try to exit this area the way you came in and a fairy will stop you and tell you that a winged bear is lost in the forest. Go and help him and he'll give you a flute to summon him anytime, anywhere! Now go back to the half built bridge and use Moosh's hovering move to cross over and gather the builders.

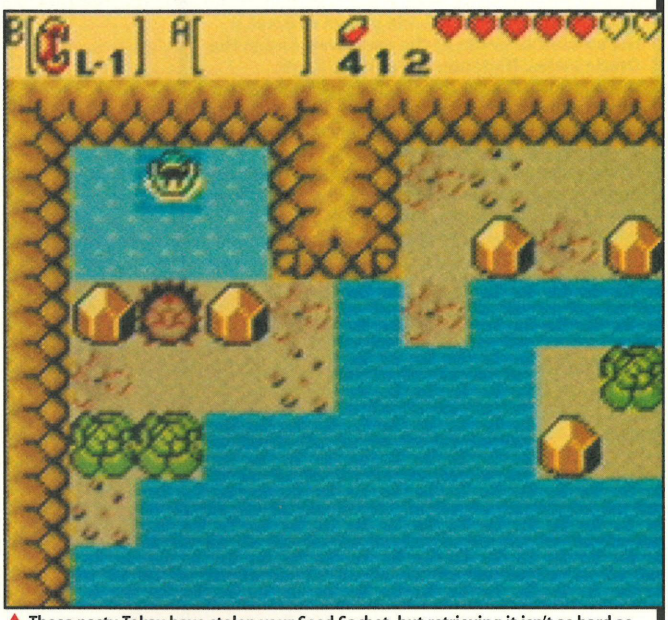
Q I cannot get the Boss Key for the Skull Temple in Oracle of Ages. I know what room it's in but I can't get to the platform where the chest is located. Can you tell me how to get round the pots that stand in the way?

A We sure can! On entering, climb the stairs and jump the lava pit. Move the far bottom pots with your Power Bracelet then pull yourself to the pot on the right of the room with the Switch Hook. Push the pot north of the blue tower up one, go down and hook pot to the left then go to the far right. Hook the pot to the north and push nearby pot onto switch. Now hook to the pot near the chest to get across. Mission accomplished!

Perplexing puzzles

Q I'm stranded on Crescent Island and the Tokay have stolen my weapons! There is a shop that offers to trade back some items for Mystery Seeds but I can't find my Seed Sachet anywhere! Where could those mischievous Tokay lizards have hidden it?

A This part of the game is so annoying yet, so simple. Go to the Trading Shop and get your Power Bracelet and Flippers. Equip them both and go back to the cave where you found your Flippers. In the top left corner of this cave is a square of water. Dive under and you'll appear in a hidden cave where you'll find your Seed Sachet! Now go and get what's rightly yours!

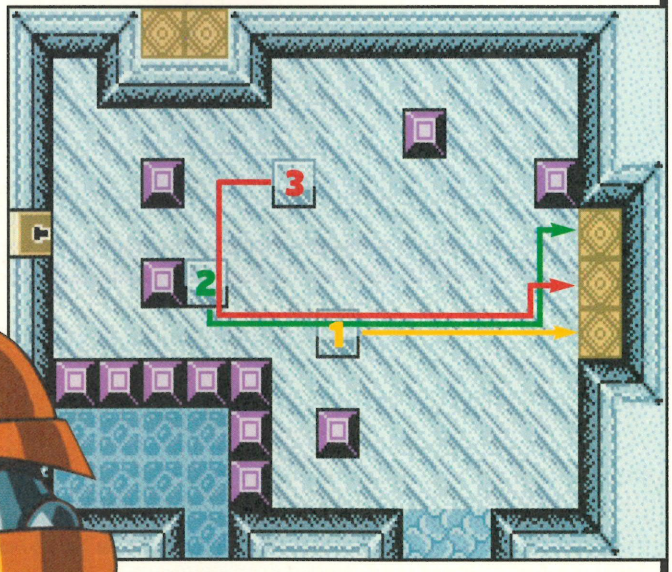


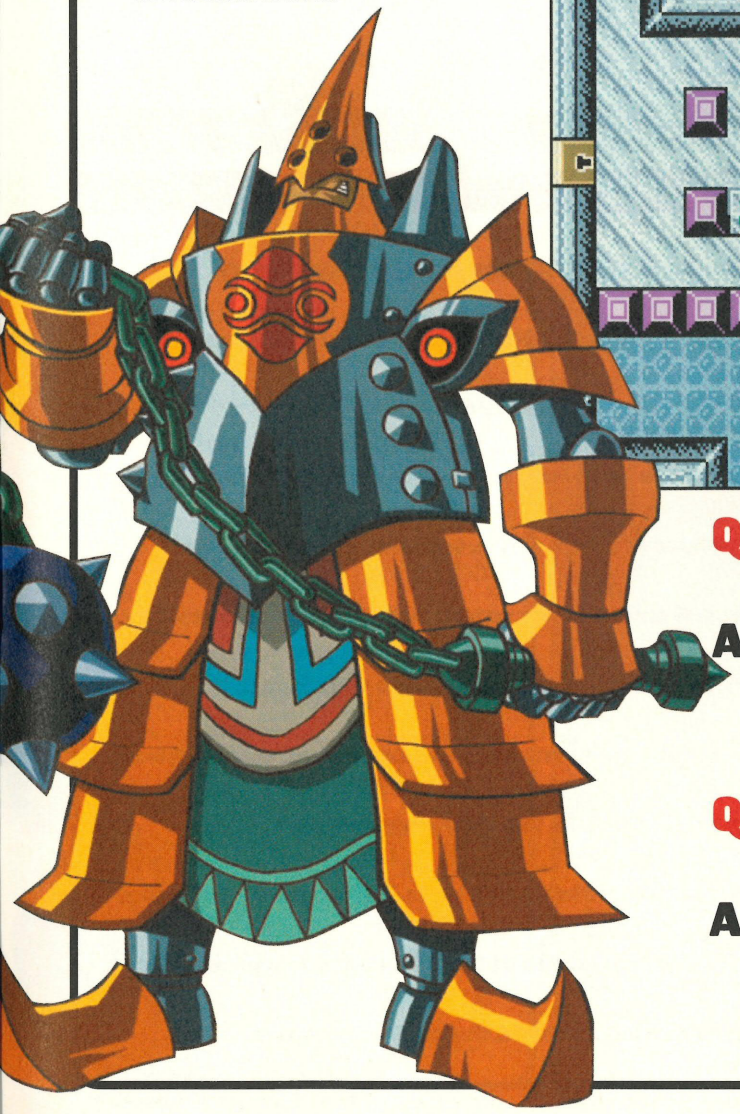
▲ Those nasty Tokay have stolen your Seed Sachet, but retrieving it isn't as hard as it looks adventurers. Just go back to the cave where you found your Flippers, dive into the water and you'll swim into a secret area where you'll find your lost item.

Q I'm in Mt. Cucco in Oracle of Seasons and I need to get the Dragon Key so that I can enter the Dancing Dragon Dungeon, but I can't figure out how to get it! Please help me so I can continue my adventure. It's driving me nuts!

A First you need the Spring Bananas for Moosh. Use the Blue Cucco north of where you see Moosh to get to higher platform. Enter cave and hit palm tree there for Bananas. Drop down twice and into cave. Ride moving platform and press switch to get the Magic Ring. Go back to Moosh and give him Bananas. Now fly him east to Snowy Goron Mountain then north over the gaps to pick up the Dragon Key!

▶ Easily one of the hardest puzzles to be found in Seasons, just follow our tip below to find out how to move the blocks on the ice.





Q I'm in the Sword and Shield Dungeon in Oracle of Seasons, but I'm stuck on a puzzle in a room with an ice covered floor. How do I get those three blocks in the spaces to the right of the screen?

A This is a tricky one, but we've got the solution. First push the lower cube right. Now push the middle cube down, right, then up. Next up, push the upper cube left, down, right, then up to hit the cube you pushed previously. Now just shove both of those cubes right into place. You can use our picture above for extra help on this dungeon teaser.

Q I am in the Crown Dungeon in Oracle of Ages and I have got to a room that has holes in the floor but it's too dark to see! Do you know how I can get across without falling off?

A Your worries are over because we have got our own crafty way around this dark dilemma. To start with, make sure you've got a healthy supply of Seeds. Stand on the bottom right edge of the lit platform and use your Feather to jump right. Now feel your way around the narrow path by throwing Seeds in front of you! If a block appears in front of you there is floor, if it disappears it's a hole, so watch out!

General tips

What makes Legend of Zelda games so great is the amount of depth to the gameplay. And in the Oracle series, Nintendo has gone to town.

Aside from tackling complicated puzzles in huge, dark dungeons, and battling fearsome bosses, there are also sub quests and mini games to complete on your travels around the varied worlds.

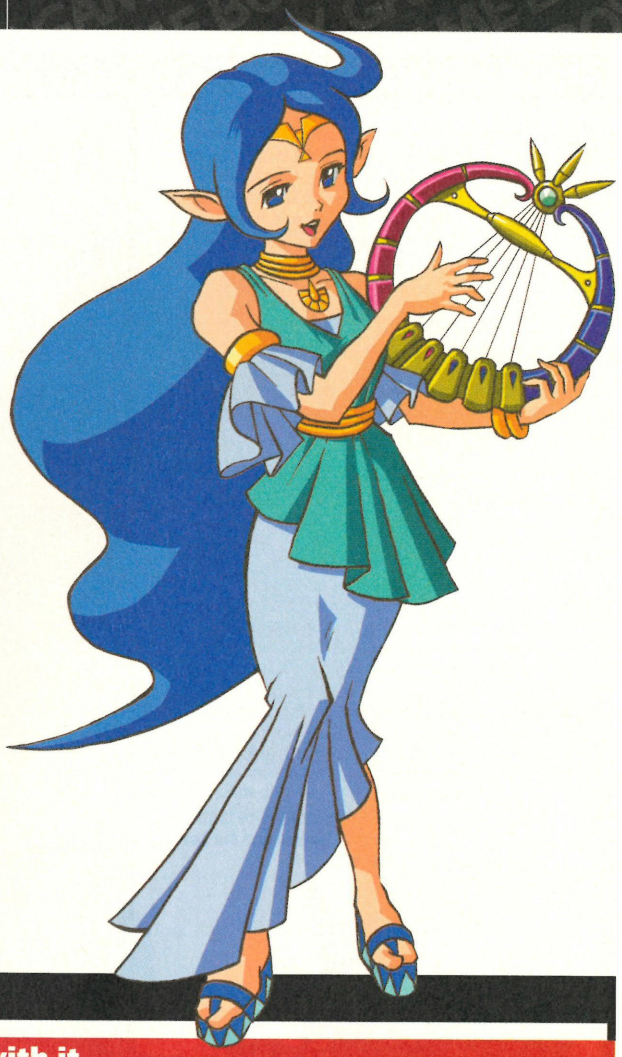
You can obtain many different items that could be useful to your quest, so it's essential that you explore. Some of the extra quests can be challenging but there's no need look any further for help…

Q I have heard that if you complete the huge trading sequence in Oracle of Ages, you'll get a weapon called the Noble Sword that is much stronger than my current blade. Can you please tell me where to take the many items that are in this trading spree?

A This trading sequence is absolutely huge and very complicated so we thought it would be best explained in a table. The first item you get is the Poe Clock. Lift the stone just outside the first dungeon, the Spirits Grave, and speak to the ghost three times. The whole sequence can only be completed once you have the Switch Hook from the Skull Dungeon.

Q In the shop in Lynna City in the Oracle of Ages, there is a room that I cannot get into. Can you reveal how to get in and what can be found?

A Sure! To get in, warp to the past and stand where the shop was in the present. Play the Tune of Currents to get into the gate. Now you can go inside, and down a floor to a room where you can buy a Level 2 Ring Box, a Heart Piece and a Gasha Seed. It's as simple as that!



Noble Sword trading chart

Item	What you do with it
Poe Clock	Give it to the Postman of Lynna Village to get the Stationary.
Stationary	Give the paper to the hand in the house east of the Postman's home.
Stink Bag	Take to the Tokay Chef on Crescent Island.
Tasty Meat	Head to the mask man in the house west of Lynna City.
Dog Mask	Mamamu Yan who lives in Lynna City wants this gift for her pet.
Dumbbell	Give to man in the basement of the centre building in Symmetry City.
Cheesy Moustache	Give this trick toy to the man in Lynna City who tells jokes.
Funny joke	Warp to past where joke teller from the future sits and cheer up boy.
Touching Book	Traded with Maple, the witch on the flying broomstick.
Magic Oar	You must steal this oar from Maple to give to Rafton for his raft race.
Sea Ukelele	Head to Old Zora in the past, south of Naryu's house from the present.
Broken Sword	Go to Restoration Wall and complete the challenge again.

General boss tactics

▲ Destroying the dungeon bosses is hard work, but find their weak spot and it will be very rewarding.

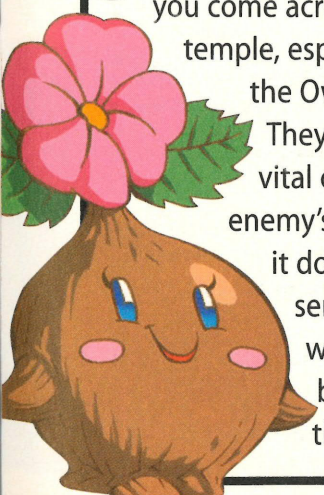
Q I love the mix of action and puzzling in Zelda games and each and every boss has a bit of both. Figuring out their weak spots get tougher and tougher. Do you have any tips to make it easier finding the right tactics?

A Actually, we have a few tips on what you should remember and what you should look out for as you prepare to fight a boss. You can easily find the weakness of any boss if you consider the following three points as you enter into battle:

1 The main item you pick up in a dungeon usually plays a major role in the clash against the dungeon boss.

2 If normal attacks don't work, look for any soft spots or openings such as eyes, limbs or open mouths. A boss tends to expose themselves as they open up for an attack. Strike quickly!

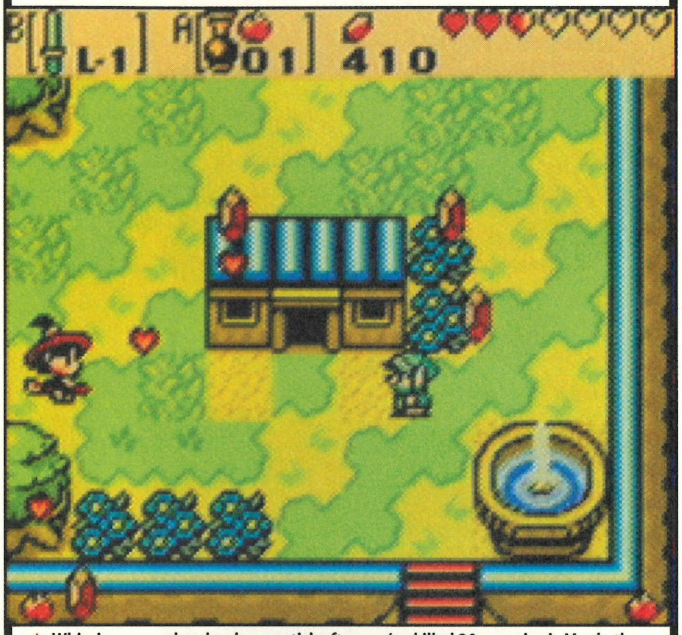
3 Remember any riddles that you come across in a temple, especially from the Owl Statues. They are normally vital clues to the enemy's weakness. If it doesn't make sense at first, it will once you begin fighting the evil boss.



Hints and tips

Q Whilst wandering around on the main playing field I came across a witch on a flying broomstick called Maple. She bumped into me and tried to steal the stuff that I dropped, then disappeared! Does she play any part in the storyline?

A Not really, but she is part of the huge trading sequence in Oracle of Ages that you need to complete for the Noble Sword. She pops up after every 30 enemies you kill. This is halved to 15 kills when wearing the Maple Ring. If you're lucky you can get goodies such as Rings, Gasha Seeds or even a Heart from her! If she drops something valuable, go for it quick before she does! Use Pegasus Seeds to beat her and, don't worry, you will never drop anything of importance.



▲ Whizzing around on her broomstick after you've killed 30 enemies is Maple the witch. Make sure you scramble for the more important goodies she drops!

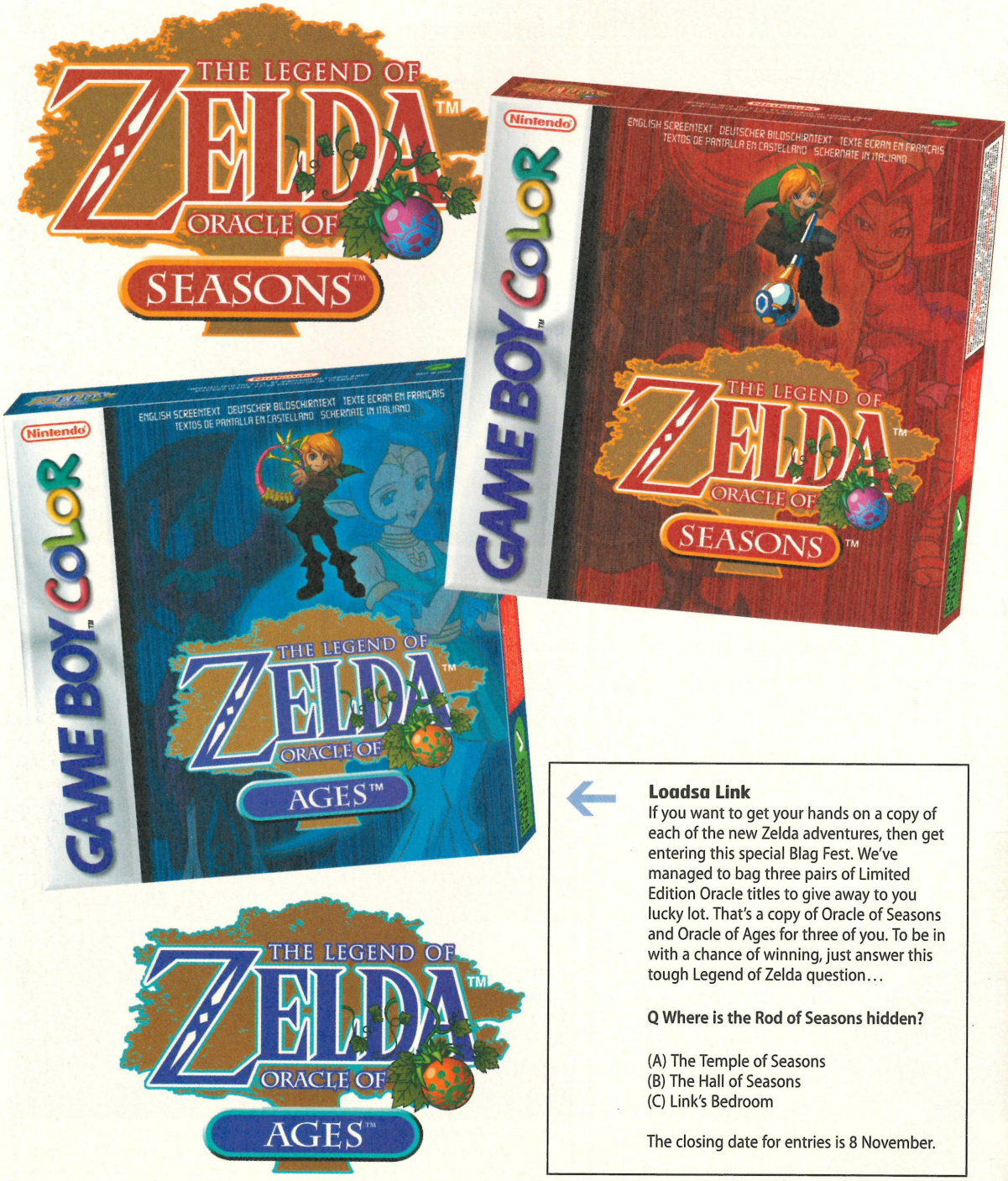
▲ Play Oracle of Ages on your Game Boy Advance and you will be able to browse in a new emporium that only your GBA can unlock. Hmmm… wonder what's inside?

Q I heard a rumour that if I play my copy of Oracle of Ages on a Game Boy Advance, new features open up. Is this true?

A It sure is pal! For those of you that are lucky enough to own one of Nintendo's portable beauties, there are extras in the game that don't appear on a Game Boy Color. We don't know how many extras there are, but we do know that there is a shop in Oracle of Ages that only opens its doors when you play on a Game Boy Advance.

BLAG FEST

You've read the reviews, you've seen the screens and now you want the games. Well, fret not, because we've got a special Zelda Blag Fest this month.



Loadsa Link

If you want to get your hands on a copy of each of the new Zelda adventures, then get entering this special Blag Fest. We've managed to bag three pairs of Limited Edition Oracle titles to give away to you lucky lot. That's a copy of Oracle of Seasons and Oracle of Ages for three of you. To be in with a chance of winning, just answer this tough Legend of Zelda question…

Q Where is the Rod of Seasons hidden?

(A) The Temple of Seasons
(B) The Hall of Seasons
(C) Link's Bedroom

The closing date for entries is 8 November.

How to win ▶

1 Write your answer on a postcard or the back of a sealed down envelope.
2 On one side, write the answer to the compo, your name, age and home address.
3 On the other side, mark it with the compo name and our address:
Nintendo Official Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London, EC1V 7QP.
4 Lick a stamp, stick it on your entry and post it.

Colours
You can expect to see a variety of colours when the machine arrives in the UK. Only the indigo coloured console was available at the time of the Japanese launch, but the US launch on 18 November will see jet black and orange (Spice) GameCubes for sale.

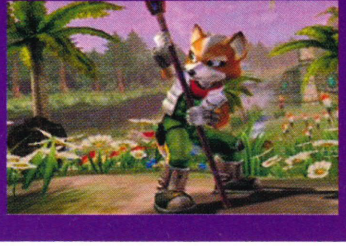
Discs
Cartridges are now a thing of the past as GameCube uses discs. Where Super Mario 64 was 8 megabytes in size, GameCube discs can hold up to 1.5 gigabytes of data. That's a whopping 190 times the size of SM64, on an 8cm diameter disc. The innovative discs also have a unique inner curve to help stop piracy.

Loading times
At the Los Angeles E3 show in May, Nintendo demonstrated Luigi's Mansion and we are happy to say there were no loading delays. Unlike PlayStation titles, there are no annoying hold ups when loading the game's levels, allowing you to experience awesome GameCube titles much quicker.

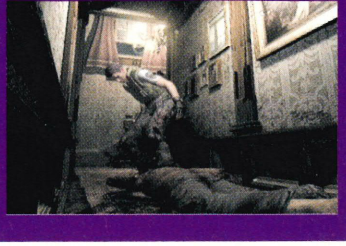
Movies
FMV was distinctly missing on N64, but this time GameCube will be able to show FMV sequences without a problem. Gamers can expect to see some awe inspiring full length cut scenes as the machine can hold up to 1.5 gigabytes, twice the size of FMV that PlayStation consoles can hold. Sorted!

Luigi's Mansion
A launch title in Japan, so expect the same when it arrives on these shores. With gorgeous lighting and dazzling effects that show off GameCube's awesome power, Luigi's hoover 'em up is every bit a classic cartoon jaunt.

Starfox Adventures
Originally postponed on the N64, Dinosaur Planet is back, and this time it stars the heroic Starfox crew. Alongside Fox McCloud is Peppy the Toad and new dino sidekick, Prince Tricky, to add a dollop of cutesy into the offering.



Resident Evil
Fans of the zombie chomping fest will be pleased to hear that Capcom will be bringing remakes of Resident Evil 1 & 2, Nemesis and Code Veronica to GameCube. Resident Evil 4 and Zero will also be exclusive to the system.



GameCube is going to provide gamers with some of the hottest add ons for any home console. From revolutionary controllers to its online capabilities, GameCube is jam packed with power.

Stay in control

GameCube controller

Nintendo's new controller is their best offering yet, providing unprecedented levels of control to bring the best out of GameCube's amazing power.

One has been packaged with Japanese GameCubes and will retail separately in the US at $35 (about £25). There will also be a controller with an indigo top and a transparent bottom. In addition, a built in Rumble Pak means there's no extra weight, like on the N64.

Nintendo has also incorporated new shoulder buttons for enhanced gameplay. The more you press them down the greater the power, resulting in sharper turns in Wave Race for example.

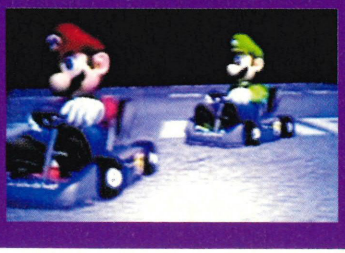
The shoulder buttons also have a new 'digital click' feature. As you press them down it stops when you hit the bottom. But press further and you will 'click' the button down further. This will provide you with an extra button which could essentially mean more moves.

Heading your way

We continue our look at the best GameCube titles that are heading to these shores over the next year or so with a look at the most eagerly awaited racing games for GameCube. From snowboarding to karts and jet skis to hi tech bikes of the future, Nintendo's wonder console is certainly not going to disappoint all you gamers who love a bit of high octane thrills.

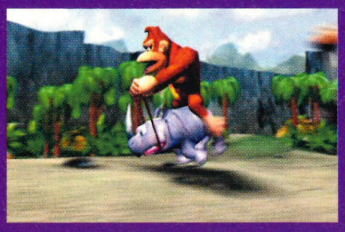
Mario Kart

We have only been treated to a short movie, but that was enough to leave us jibbering wrecks! There is no information at the current time, but just the thought of kart racing with Mario and the gang leaves us speechless!



Donkey Kong Racing

Rare is currently hard at work bringing us their latest cartoon racer. Whether it's underwater or on land there will be a whole menagerie of creatures to race on and you'll even have to train them up, too.



Wavebird controller

In addition to the standard controller, Nintendo will be releasing the sophisticated Wavebird controller next year.

Tangled wires will be a thing of the past as you can play games up to 30 feet away from your GameCube thanks to a Wireless Receiver.

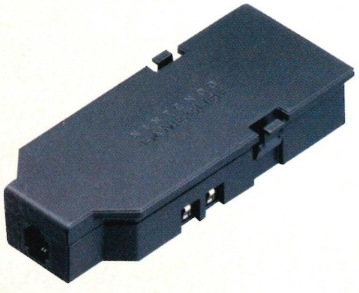
Plug the Receiver into one of the controller ports and it uses radio frequency to transmit data between your controller and the GameCube.

The signal won't even be affected by solid surfaces or people walking in front of you, making for uninterrupted gameplay.

Add on extras

Memory Card 59

Originally known as Digicards, these enable you to save your game data like the N64's Memory Paks. Set to be priced in the US at $15 (approximately £10) they hold half a megabyte of data and can hold up to 59 save games in total, hence the new name.

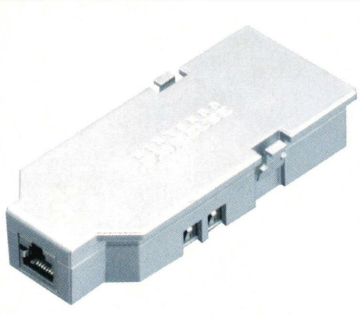


Modem Adapter

Slotting into a port underneath the GameCube, this adapter gives you a 56k connection to play online games like Sega's Phantasy Star Online Version 2. Bad news though, it won't be released here until later next year.

SD Memory Card Adapter

Like Digicards, the SD-Digicard Adapter has also undergone a name change. The adapter has a slot at the front that enables you to connect bigger cards ranging from 8-64MB. 4GB Memory Cards will even be available in a few years.



Broadband Adapter

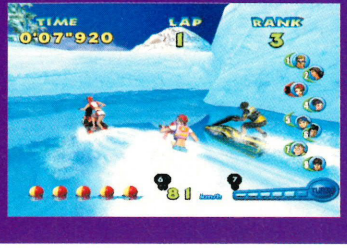
Like the Modem Adapter mentioned above, this fits into a slot underneath the GameCube, and will offer a fast connections to people with a broadband connection. Start saving for one of these GameCube gizmos, you are going to need it!

SSX Tricky

Hit the slopes, scoot down shortcuts and catch some serious air in Electronic Arts' spin on snowboarding. Feel the speed with its class soundtrack on rip roaring courses from the freezing slopes of Canada to Alaska.

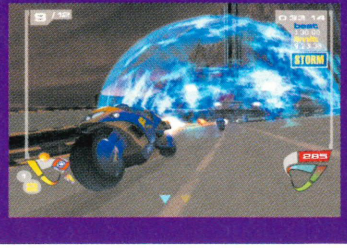
Wave Race Blue Storm

This Japanese launch title sees you take to the water for some high powered jet ski action. Perform tricks at speed and take on storm lashed seas, all while skimming between buoys. White water madness at its best!



Extreme G3

Imagine the insane speeds and tracks you encountered in F-Zero X, put it on bikes and you're getting close to Extreme G3. Throw in some meaty weapons and multiplayer moments and this could be a winner.



Get connected

If you've got a GB Advance then prepare to link up with GameCube for an awesome gaming experience.

Koro Koro Kirby

Unveiled for the first time at Space World last year, the first title to use the connection will be Koro Koro Kirby or Tilt 'n Tumble for its English name.

Using the Tilt feature on the GBA cartridge you will be able to move and flip the GBA to roll Kirby around on the GameCube game on TV.

At certain points, the action will switch to your GBA where you must continue tilting to move Kirby before switching back to GameCube.

▶ To roll Kirby around the twisting course, you need to tilt and flip the GB Advance.

▶ Don't get Kirby too close to the edge or he'll fall to his doom. Move the GBA!

▲ You control Kirby with the GB Advance, but see it on TV!

▲ Kirby shoots down slope and straight onto your GBA.

▲ Now you can see Kirby on your GB Advance screen.

Heading your way

We've taken a look at the scintillating driving, sports and adventure games that are heading onto GameCube over the coming months. But before we leave you, let's take a look at some of the other awesome titles we can't wait to get our hands on. From creatures that are out of this world to gory adventures and Disney magic, Nintendo GameCube is going to have the lot.

Pikmin

Shigeru Miyamoto's latest creation sees you in a world of flora and fauna as you take control of an army of cute Pikmin. It's your mission to find your spaceman's missing space ship parts. A fiendishly addictive winner.

Super Monkey Ball

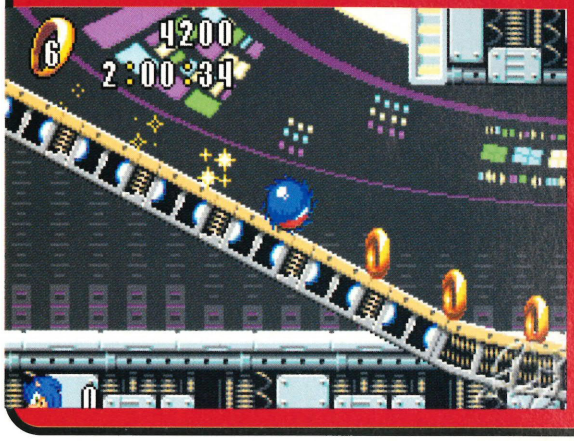
Manic arcade fun is the order of the day in Sega's primate puzzler. Already a NOM favourite, you must guide your monkey in a ball to the finish line, grabbing 'nanas as you go. But watch, the courses can change unexpectedly!

Sonic Advance

Sega has announced that Sonic Advance on GBA will connect up to Sonic Adventure 2 on GameCube.

Hidden in the Game Box Advance platformer is the mini game, Chaos Garden Advance. Find this and you will be able to raise cute Chaos creatures. But that is just the start.

They can then be transferred into the GameCube adventure enabling you to take part in the Chaos Races.



▲ Sonic's GameCube platformer is going to be even more dazzling now it can link up with GBA.
◀ Use Sonic's speed to find the mini game and you can use your Chaos creatures on your GameCube.

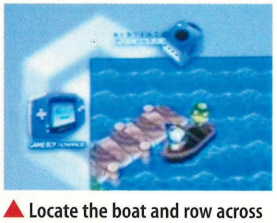
Animal Forest Plus

With the new connectivity in place, it's easy to see why Animal Forest was dropped from the N64 and moved to GameCube and GBA.

By connecting a GBA to Animal Forest Plus, you can send your character on a rowing boat to a secret island hidden in the adventure.

Here you will be able to decide the look of the game, changing signs and landscape textures to suit your own personal tastes.

▲ In Animal Forest, you'll have to search long and hard to open the GBA connectivity option.
▶ Now you can change the game to suit your own tastes. Hmmm… let's see how this colour looks.



▲ Locate the boat and row across the water to find your secret.

▲ When you land on the other side the action switches to GBA.

Super Smash Bros. Melee

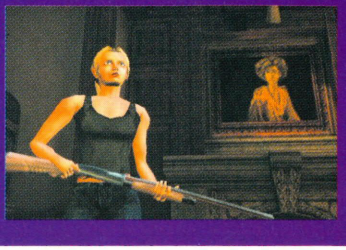
Only Nintendo has the best games characters in the world and what better way to see them all in one place than in this top GameCube fighter. Expect to see classic backdrops, manic multiplayer and top mini games.

Disney's Mickey

Very little is known about Mickey's quest, but judging from the screenshots that have been released, the developers have done the mouse proud with gorgeous cartoon worlds. Uncle Walt would love it!

Eternal Darkness

Travel through time as a centurion and shotgun toting lady as you attempt to work out what's reality and what your brain is making up. Expect plenty of claret spilling and some truly frightening moments.



Your shout

You've seen the system and salivated over the games, now we want to know what you think.

GameCube may not be released in the UK until Spring next year, but we want to know what you think about this amazing console right here, right now.

At the bottom of the page is a coupon where we want you to vent your spleens and tell us your impressions of GameCube.

We'll be printing some of the answers in a future issue of Club Mario, and the best answers may win a prize, so get scribbling.

Name **Age** **Town**	**1**	**2**	**3**
	because	**because**	**because**
The three GameCube titles I most want are:	Send your completed entry forms to: Your Shout, Nintendo Official Magazine, Emap Active, Angel House, 338-346 Goswell Road, London EC1V 7QP.		

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Official Tips

☑ We promise that every single tip and cheat has been tested by our team of Nintendo experts. They will only tell you tips, hints and cheats that they know really work and that's guaranteed.

Hints, Tips and Cheats

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Your Scores

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Poké Stadium 2

We show you how to win all the Stadium Cups p54

Paper Mario

He may be thin, but our first guide is mighty thick p60

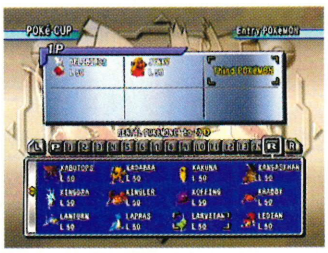
Pokémon Stadium 2

First ever tips!

Pokémon Stadium gave Pokémaniacs the opportunity to battle their trained beasts in 3D, and now the stadium is back with brand new features and even more Pokémon to battle!

Some of the Trainers you'll be up against in the latter tournaments are masters of the business, so you'll need all the help you can get.

But do not fear because we've been playing the game to death and have uncovered some top tips that will enable you to become a legendary Pokémon trainer and beat anyone hands down.

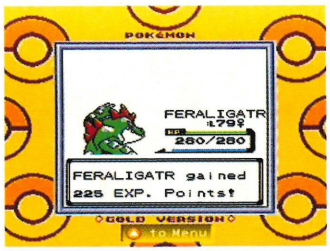


▲ Although it is not possible to catch a wild Celebi in Pokémon Gold or Silver, it is possible to rent one in Pokémon Stadium 2 when you open up round two!

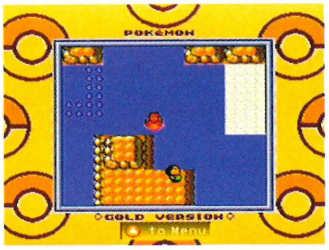
▲ When you rename a Pokémon, alter part of their name and the creature will change colour slightly! For example, try calling a Magnemite, Magnemike.

▲ Complete Round One in Stadium or win all battles in Gym Leader Castle to play Pokémon Red, Blue or Yellow twice as fast on your TV screen.

▲ If you fancy a bit of extra challenge in the mini games, beat the Mini Game Championship on Hard mode with nine coins at stake to unlock the Very Hard mode.



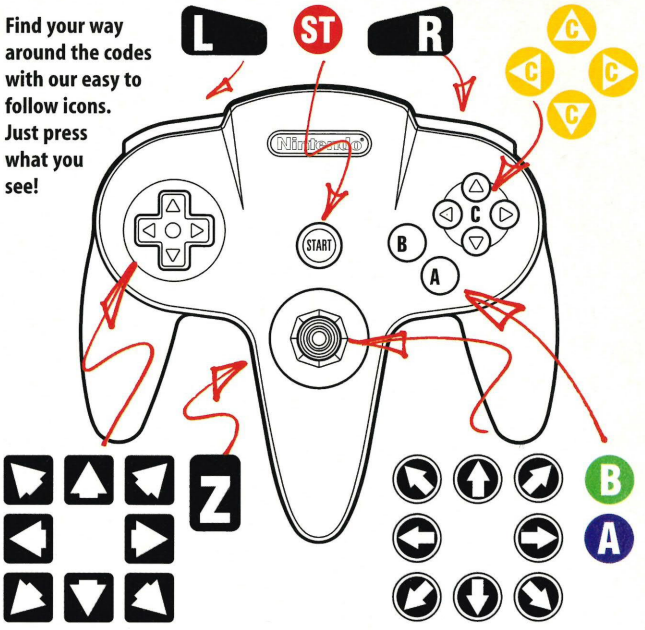
▲ Beat everything in White City, except Rival and Pokémon Academy to play Red, Blue or Yellow four times the normal speed! You'll train up Pokémon in no time!



▲ To speed up the play of Pokémon Gold or Silver, do the same thing as you did for versions Red and Blue, but this time in Stadium Round Two.

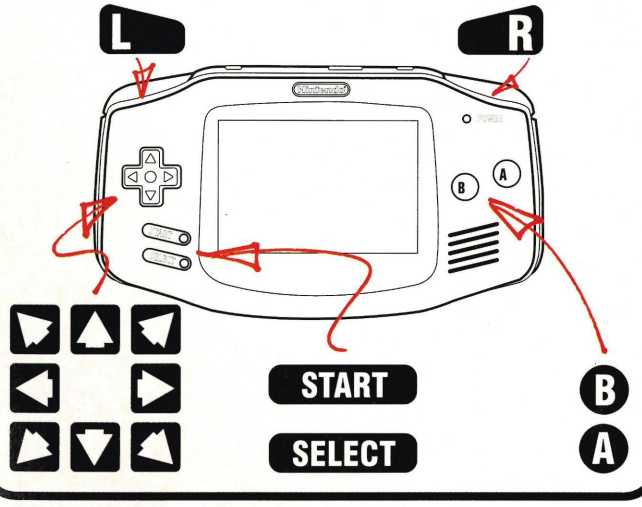
N64 Controller Icons

Find your way around the codes with our easy to follow icons. Just press what you see!



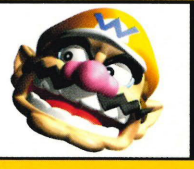
GB Advance Controller Icons

If you've got a Game Boy Advance, find your way around the codes with our easy to follow icons. Just press what you see!



Paper Mario

More Items, Coins and old Mario music



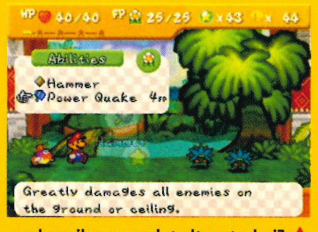
Paper Mario is a huge game full of challenges so I've sorted out a few tips that might help you on your quest! Poor Bowser, I pity the chap.

Despite the flat character sprites, this awesome RPG looks and plays beautifully with plenty of Mario magic to enjoy.

There are hundreds of enemies to tackle, so a few extra goodies will be handy against the wealth of nasties you'll have to fight.

With Princess Peach holed up in Bowser's space prison, get your skates on and follow our tips to grab those extra goodies.

▲ If you find yourself running low on coins, wear the Pay Off Badge and you can take a lot of damage before winning. Time for some shopping spree.



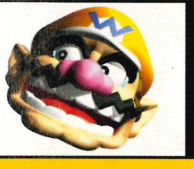
▲ Find a tree that drops goodies when you hit it with the Hammer. If you go into another area, then come back and hit the tree again, another item will fall.

▲ The Never Ending Hallway is quite frustrating, so we thought we'd give you the pattern. The sequence is up, down, up, down, down and up. Sorted!

▲ To hear music from older Mario games, go to the first area in Koopa Town and listen to Golden Oldies on the radio in the third house along.

Mario Kart Super Circuit

Secret tracks and boost start!

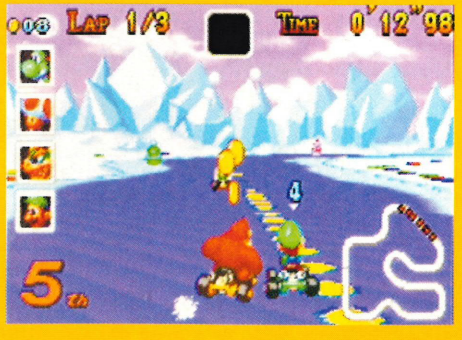


Only the most skilled kart kings can take the top spot on the podium, and with a trick or two up your sleeve, you'll be unbeatable in no time!

Mario Kart has got to be one of the best racers of all time and now all that power sliding, shell shooting action has gone portable!

Just when we thought this game couldn't get any better, we managed to unlock 20 secret tracks to race on!

That's right, all of the circuits from the Super NES version of Mario Kart are in this little cartridge! Take a look below for what you have to do…



▲ On 100cc racing, collect 100 coins or more on any Cup and win gold. Now return to the Cup select screen and tap R to reveal the old tracks for that specific cup. Now you can relive those tracks of the 16 bit days.

▲ To get a boost start, hit the accelerator half way between the second and third lights. Get it right and you'll shoot off into the lead! Yahoo!

▲ When selecting your character, tap L or R and they'll jump and fire Green Shells. There's not much point, but every secret is a good one.

Nintendo Top 5 GBA Tips

The GBA is selling like hot cakes, so this month we bring you some top tips for the best selling titles on your handheld.

Mario Kart Super Circuit

Extra boost
When Lakitu recovers you, press the accelerator a second before you touch the floor to boost. This only works when Lakitu lifts you to the top of the screen.

Power sliding boost
On long bends, power slide all the way round holding the R button, and release it just as you straighten up to get an extra burst of speed!

Super Mario Advance

Yoshi mode
If you play through the game and beat Wart, Yoshi mode will be unlocked. Now you can go through normal levels with Yoshi Eggs replacing Mushrooms.

Hearts trick
When you come across a big Shy Guy, don't kill them. Pick them up, drop them again and you'll get a Heart. Keep repeating the trick for more Hearts.

Tony Hawk's 2

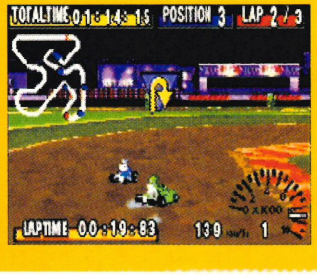
Unlock everything
All it takes is one simple button code. Just pause the game, hold R and press B, A, ▼, A, START, START, B, A, ▶, B, ▶, A, ▲ and ▶.

Rayman

Level Select
All of the environments are beautiful, so if you cannot wait to see them all simply pause and press ▲, ◀, ▶, ▼, ▶ and L to skip to any level!

GT Advance Championship Racing

Extra mode 1
If you're after a serious racer for your Game Boy Advance this is the best speedster on the shelves. To unlock this great secret, hold down L + R on the title screen and repeatedly hit ▶ + B until you hear a sound. Now you'll be whizzing round the circuits in little cars in Extra mode 1.



Classic Corner

Pokémon Stadium

Pokémon Stadium put all of the battling fun from Red, Blue and Yellow onto your TV and with the launch of the sequel, we thought we'd repeat some of the best tips for the game. The Elite Four were no pushover in this amazing 3D Pokémon original, so here is the lowdown on how to beat the awesome foursome at your first attempt. Here goes...

▲ To defeat your first Trainer, Lorelei, who uses Clefable, Cloyster, Exeggutor, Starmie, Omastar and Articuno you'd be best off using a team with Fighting, Bug and Electric Type Pokémon.

▲ Clefable, Muk, Hitmonlee, Machamp, Slobro and Rhydon make up Bruno's squad. For the best chance of winning, include Psychic, Fighting and Grass Types in your all star team.

▲ Agatha uses Jynx, Alakazam, Arbok, Gyarados, Venusaur and Gengar. We recommend you use a squad made up of Bug, Psychic and Electric Pokémon Types.

▲ Lance uses Arcanine, Snorlax, Lapras, Electabuzz, Charizard and Kangaskhan. Ground and Fighting Types are good, plus a Pokémon of your choice as back up.

Most Requested

Wave Race 64

With the launch of GameCube and a brand new version of Wave Race getting ever nearer, readers have been dusting off the old N64 version to remember how good it was. Port Blue was one of the toughest courses...

▲ On the Hard difficulty setting, the water is very rough and this first bend has a lot of cross current. You'll have to turn sharply into the tunnel or you'll come off.

▲ This tunnel is very narrow and with the choppy water, it is very easy to hit the walls. This is the tougher route, but it's an essential shortcut to victory!

▲ As you exit, make a sharp right and take a wide line on the next left. Ride with caution as one wave could end it!

▲ On Hard mode, the ramps at the end are close to the boat. Skillful control will get you over and through the thin gap!

It's your choice

Being the only official Nintendo magazine in the UK, we want to bring you the best codes for the games you play every month. If you would like some tips for an N64 game, old or new, let us know by sending in a letter to 'Most Requested' at the usual address.

TIPS, CHEATS & WALKTHROUGHS

CHEATS UNLIMITED

THE WORLD'S NUMBER 1 CHOICE FOR CHEATS & GUIDES

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

A - 01
Army Men Sarge's Heroes
Aero Gauge
Armorines
All Star Baseball 2001
A Bug's Life
All Star Baseball 2000
Army Men Sarge's Heroes 2
Asteroids Hyper 64
All Star Baseball '99
Attitude (WWF)
Air Border 64
Automobili Lamborghini
Art of Fighting Twin
Aero Fighters Assault
Aidyn Chronicles

B - 02
Banjo Kazooie
Banjo Tooie
Body Harvest
Blues Brothers 2000
Battle for Naboo (Star Wars)
Bomberman 64
Beetle Adventure Racing
Buck Bumble
Bomberman Hero
Battle Tanks
Backstage Assault
Blast Corps
Battle Zone

C - 03
Conkers Bad Fur Day
Command & Conquer 64
Castlevania
Castlevania: Leg. Of Dark.
Carmaggedon
Clayfighter 64
Chameleon Twist
Cyber Tiger
Charlie Blast's Territory
Chopper Attack

D - 04
Donald Duck: Quack Attack
Diddy Kong Racing
Donkey Kong 64
Duke Nukem 64
Destruction Derby 64
Daikatana
Doom 64
Duke Nukem: Zero Hour
Duel Heroes

E - 05
Earthworm Jim 3D
Excite Bike 64
Extreme G
ECW Hardcore Revolution
Extreme G 2
Eltale Monsters

F - 06
F-Zero X
Fighter's Destiny
Forsaken
F1 World Grand Prix
F1 Pole Position
F1 World Grand Prix 2
FIFA 99
FIFA 64
Flying Dragon
Fists of Fury (Tom & Jerry)
FIFA 98

G - 07
Golden Eye
Glover
Gex 3: Deep Cover Gecko
GT 64 Championship Ed.
Gauntlet Legends
Goeman's Great Adventure

H - 08
Hybrid Heaven
Hydro Thunder
Hexen
Hercules
Holy Magic Century
Hot Wheels Turbo Racing
Hyper 64 (Asteroids)
Hey You Pikachu

I - 09
ISS 98
International Super Soccer
Int. Track & Field 2000
ISS 2000
I. Jones: Infernal Machine

J - 10
James Bond: Golden Eye
James Bond: TWINE
Jet Force Gemini
J McGrath Supercross 2000
Jeopardy

K - 11
Killer Instinct Gold
Kirby 64
Knife Edge: Nose Gunner
Ken Griffey Jnrs Slugfest
Knockout Kings 2000
K. Bryant in NBA Courtside

L - 12
Lylat Wars
Legend of Zelda: M's Mask
Lego Racers
Legend of Zelda
Lode Runner 3D

M - 13
Majora's Mask
Mission Impossible
Mario 64
Mario Karts
Mario Tennis
Mortal Kombat 4
Mortal Kombat Trilogy
Mischief Makers
Mario Golf
M.Owen's World Soccer '00
Madden NFL 2001
Mario Party
Mystical Ninja 2
Mickey's Speedway USA
Mario Party 2
Monster Truck Madness 64
Mace: The Dark Ages
Multi-Racing Championship

N - 14
No Mercy (WWF)
NBA Live 2000
NFL Quarterback 98
NFL Blitz
NBA Live 99
NHL Breakaway
NBA Jam 99
Nagano Olympics 98
NBA Hangtime
New Tetris
NFL Quarterback Club 99
NHL 99
NBA Zone 98
Nuclear Strike 64
Nagano Olympic Hockey
Nightmare Creatures

O - 15
Ocarina Of Time: Zelda
Operation Winback
Ogre Battle 64

P - 16
Perfect Dark
Pokemon Snap
Pokemon Stadium
Pilot Wings
Pokemon Stadium 2
Premier Manager 64
Pokemon Puzzle League
Paper Boy
Pikachu Genki Dechu
Perfect Striker
Powerful World Soccer 3

Q - 17
Quake 2
Quake 64
Quack Attack
Quest 64

R - 18
Rush 2049
Ready 2 Rumble Boxing
Roadsters
Rainbow 6
Rayman 2
Rage Wars (Turok 3)
Rush 2 Extreme Racing USA
Resident Evil 2
Road Rash 64
Rampage World Tour
Revolt
Rakuga Kids
Revenge (WCW)
Ridge Racer 64
Rampage Universal Tour

S - 19
Shadows of the Empire
Star Wars: Rogue Squadron
Star Wars: Racer
Super Smash Brothers
Shadowman
Super Mario
Star Wars: Battle for Naboo
Snowboard Kids
South Park
San Francisco Rush
Space Station: Silicon Valley
Scooby Doo
South Park Rally
Spiderman
Superman
SCARS 4
Space Dynamites
Star Fox/Lylat Wars
SimCity 2000
Supercross 2000

T - 20
The World is Not Enough
Turok 2
Turok: Shadow of Oblivion
Turok: Dinosaur Hunter
Turok: Rage Wars
Tony Hawk's
1080 Snowboarding
Twisted Edge Snowboarding
Tonic Trouble
Triple Play 2000
Top Gear Overdrive
Top Gear Rally
The L. Journeys of Hercules

U - 21
Universal Tour (Rampage)

V - 22
V-Rally 99 Edition
Vigilante 8 - 2nd Offense
Vigilante 8
Virtual Pool 64
Virtual Chess 64

W - 23
WWF No Mercy
WWF War Zone
World Driver Championship
WWF WrestleMania 2000
WWF Attitude
Wayne Gretzky's 3D Hockey
World Is Not Enough
WCW vs NWO Revenge
Wetrix
Wave Race
Worms Armageddon
World Cup 98
World League Soccer 2000
Wipeout 64
WCW Nitro
WCW vs NWO World Tour

X - 24
Xena Warrior Princess
X-Men Mutant Wars
XG2

Y - 25
Yoshi's Story

Z - 26
Zelda 1 & 2

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PlayStation PC PlayStation2 GAME BOY ADVANCE GAME BOY COLOR NINTENDO 64 Dreamcast

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Customer Service: 08700 885 656 (BT National Rate applies)

Your Tips

Write in | **Win ace GAMESTER prizes this month**

We have been inundated with some of the best GB Advance and N64 tips this month. If you have discovered a new tip or simply want help on your favourite game, write in and your name could be on these hallowed NOM pages.

Banjo Tooie

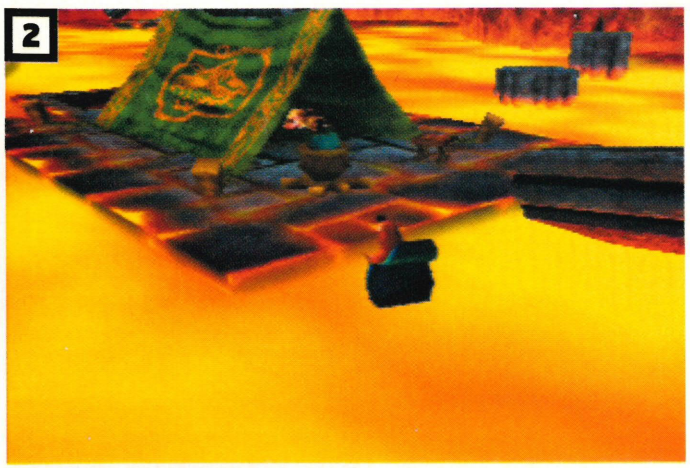
WARIO'S WINNER Chris Stratt, Pontefract

Easy health boost

Getting all the way to the final quiz showdown with Grunty is very difficult, but Chris Stratt is here to help you realise your dream.

Simply find a Split Up Pad in any world and follow the instructions below. You'll find the mighty duo will be fighting fit in next to no time.

▲ First up, make sure you have learnt Snooze Pack from Jamjars. Should your health be running low, locate a Split Up Pad in any world and prepare to pull the duo apart.



▲ Divide Banjo and Kazooie and control Banjo. Perform the Snooze Pack move then reunite the deadly duo. Repeat the move until their health bar is full.

Tony Hawk's Pro Skater 2

Get a million points on Skate Street

Judging by your mail, we know you love Tony Hawk's in your droves. But how can you record an unbeatable score?

Well put your hands together for PJ from Norfolk who has ground his skateboard to death to bring you this awesome cheat…

WARIO'S WINNER PJ Morgan, Long Stratton

▲ Select Skate Street, Ventura course with any skater and head to the pool on the right of the start. Jump onto the lip of the pool and grind around the edge. At every corner, kickflip and your score will be multiplied. Maintain your balance and you can score over a million! Now you are free to gloat to your mates.

Konami Krazy Racers

Unlock two secret characters

Mario Kart may be out, but the Konami all stars can certainly hold their own.

Thanks to Ivan, here are two secret racers…

WARIO'S WINNER Ivan Radford, Loughton

▲ On Moon Road in Krazy Cup, grab a boost and use it before the long gap. Go right, grab the blue diamond, finish the race, save and Vic Viper is yours.

▲ On Premium Cup, Sky Bridge 2, use a boost and go right after the first large gap. Grab the blue diamond, complete the race, save and King will be yours.

Your questions answered

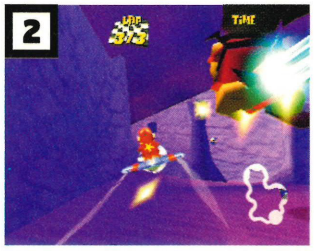
Completely stuck in a game? Then scribble your problem on a bit of paper and send it in to the usual NOM address. We're here to lend you a hand!

Diddy Kong Racing

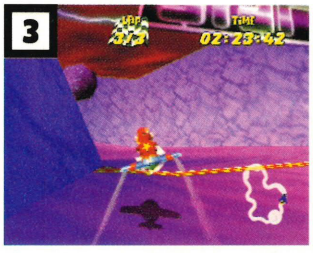
I need your expertise, as I cannot beat Wizpig in the final race. He always beats me as I always get shot down in the chamber. Help!
Anthony Beynon, Suffolk

■ Rare's classic speedster is getting on a bit now, but it still seems to give some readers a few headaches. Here's how to beat him…

▲ Grab the first blue balloon after a turbo start and hit Wizpig. Use the high route into the caves and use the boost.



▲ Use the first blue balloon in the caves, grab the Shield balloon on the left to protect yourself in the chamber.



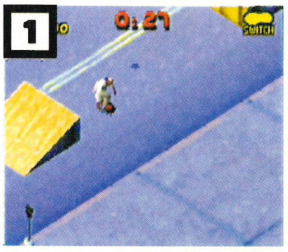
▲ On the next two laps, collect all the blue balloons to stay ahead and grab the shield before entering the chamber.

▲ Defeat Wizpig and you'll be treated to a party with the rest of the DKR gang. C'mon, let's do the conga!

Tony Hawk's Pro Skater 2

I'm really stumped on the New York City level of this great Game Boy Advance game. However many times I try, I can't 50-50 Joey's Sculpture. Can you please tell me where it is, I've been searching for ages.
Craig Perkinton, Brighton

■ Tony Hawk's is the best sports sim around at the moment, but this secret is causing many problems for all you GBA fans. It's easy to miss tricks at the start of each arena, so just check this tip and you will have the sculpture licked in no time.



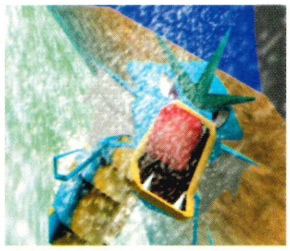
▲ At the start of the NYC course, skate off to the right, look for the handrail next to a large drop and Ollie clean over. You are nearly at Joey's hidden sculpture now.

▲ Hit Ⓐ as you try to land for a 50-50 grind. The landing needs to be perfect to tick it off the list of objectives, so keep trying. It's a tough jump, but you can do it.

Pokémon Snap

On Valley in Pokémon Snap I am completely stuck, as I can't find Gyarados anywhere. Could you please tell me how to snap this awesome Pokémon.
Mike Thomas, Hayward's Heath

■ At the start of the Valley course, hit the Magikarp who is next to the Mankey. As you trundle round, the Magikarp will fall down by a waterfall. Chuck a Pester Ball at it and the Pokémon will head into the waterfall. Gyarados will come out, giving you time to snap away. Don't blink or you'll miss this awesome sight!



▲ Gyarados is a fierce Pokémon and it looks terrifying as it roars out of the waterfall in the Valley.

Write in!

Hands up who wants to win some top Nintendo gear? It's easy! Just drop us a line with your top tip, quessie answer or a new way to play, and you could be the proud owner of an awesome Nintendo prize. Write to us at…
Your Tips, NOM, Angel House, 338-346 Goswell Road, London EC1V 7QP.

New Ways To Play!

Discovering new ways to enjoy classic Nintendo games makes them last so much longer, especially when you play with your mates.

If you have invented a new game from your Nintendo collection, scribble it down on a piece of paper and send it to the usual address.

Mario Kart 64, Attack of the Greenies

■ Select a four player battle in the Double Deck multiplayer arena.
■ The only weapons you are allowed to fire are Green Shells, so if you pick up anything else discard it immediately.
■ With your Green Shells at the ready, fire them around the arena.
■ Now drive around the arena avoiding the shells. The last driver alive wins.

Goldeneye 007, The Stalker

■ Select a four player deathmatch, Stack, Sniper Rifles, License to Kill.
■ Three players must be civilians, with the other playing as Bond.
■ 007 must head to the upper level and pick off the civilians who are down in the large room.
■ Take it in turns to play Bond and the one with the highest number of kills in five minutes wins.

◀◀ Quick flick! There's more magic monster fun in Pokémon Stadium 2, p18

☑Are you the best? ☑The coolest games ☑Awesome prizes

Your Scores

Keep those high scores coming to prove that you're the best. Official controllers and Rumble Paks go to Your Scores league winners.

This month's tough challenges

01

Perfect Dark

Special Agent, Attack Ship Covert Assault, fastest time.
Time to dust off that old Joanna again, you've got an attack ship to pick up.
HINT! Look out for Elvis, 'cos it's pretty easy to get the little alien killed.

▲ Have you still got the Perfect Dark know how?

02

Tony Hawk's 2 GBA

Single Session, Rooftops level, any skater, highest score.
Only the best of the best will be able to score well on this toughie.
HINT! We know you're cheating because POSEUR appears over your pics. Stop it!

▲ This level should really test your boarding skills.

The month's results in full

F-Zero GBA

Bishop Series, Bianca City, Time Attack
Richard Corrigan leads the way this month with this lightning fast time.

TOP BANANA	
Richard Corrigan, Southwick	1:52:67
02 Phil Tarburn, Morecambe	1:53:43
03 David Stretton, Bucks	1:55:09
04 Mark Philips, Brentwood	1:58:36
05 Paul O'Boyle, Arlesey	1:59:93

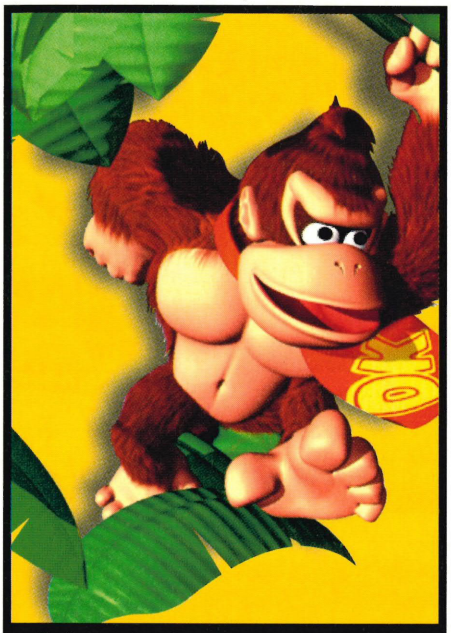
Tony Hawk's Pro Skater 2 GBA

Single session, New York level, highest score
Michael Jones proves his skating skills with this super high score.

TOP BANANA	
Michael Jones, Cornwall	762,425
02 Marcus Frevin-Ridley	626,784
03 Martin Edge, Stockport	617,356
04 Ben Welch, Macclesfield	438,041
05 Zach Maiden, Exeter	394,554

Mega Challenge!

The Mario Kart Mega Challenge keeps on rolling, so get those entries in and prove your skills.



Oi, cheaters. No!

All these tough Nintendo challenges are set for true gamers. Yet we keep on getting entries from filthy cheaters.

These include American and Japanese racing game entries. You can't use any codes to help you get good scores unless we say you can. Sneaky cheaters MAY get away with it, but do you really want to risk wasting your time and being disqualified? We thought not.

What to do

You can enter any of the Challenges you see on this page, including the league tables. If you fancy your chances at fame and fortune, here's what you do...

1 Pick your challenge, slam in the game and get your high score or time. **2** Take a picture of the screen with no flash. Taking it at an angle with the curtains drawn will help. Or videotape your entry. **3** Write your name, address and score both on the photo or videotape and on a separate piece of paper. **4** Tell us how you scored your best time. We may well print your top tip. **5** Also, pop in a recent snap of you looking daft. **6** Now post it to...

Your Scores, NOM, Angel House, 338-346 Goswell Road, London EC1V 7QP.

7 Buy the mag to see if you've made it to our Hall of Fame. **8** Go on about your victory until you alienate all of your friends.

Points win prizes!

If your score comes top of one of our leagues, you'll win a fantastic official Nintendo Controller Pad or Rumble Pak. Super.

Mega Challenge

It's the hottest game to hit the Game Boy Advance and we know you Nintendoids are gonna be lapping it up. Who will be crowned Super Circuit champion?

What you have to do

To get to our Mega Challenge final, you need to post the fastest Time Trial time over three laps on the Cheese Land circuit, Flower Cup, 150cc class. You can play as any character.

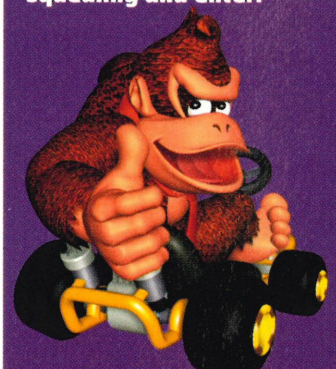
Rip around the course, clocking up a lightning quick time. Send in your fastest time to the usual Mega Challenge address, along with a photo to prove that your time's legitimate.

The Mega Challenge final

Only those who finish in the top four will make it through to the final. The fastest Super Circuit racers will be invited to NOM Towers for a race off to see who's the best of the best. We set the rules for the Mega Challenge Final. If you want to be in with a shout then get those tyres squealing and enter.

You'll only get three boosts so use them wisely, a turbo start is essential. Jumping is helpful, but don't do it too much or you'll lose control. Good luck.

Remember to include a phone number with your entry. If we can't contact you, you'll forfeit your place. And leave Saturday 15 December 2001 free.



▶ Whoever you choose, you'll have to be quick to win this Mega Challenge.

Closing date and rules

- **The closing date for this Mega Challenge is Friday 9 November 2001.**
- **The Mega Challenge Final will take place on Saturday 15 December 2001.**
- **For the final itself, we set the rules! The final will take place on a Mario Kart Super Circuit multiplayer setting of our choice.**
- **Finalists who cannot make the stated final date will be disqualified and their place in the final will be given to the fifth place contestant.**
- **The decision of the magazine is always final. Oh yes it is!**

In the event of a tie, the names will be put into Rich's largest hat and one will be drawn out to attend the final. You know the rules, so get racing.

Quick flick! ▶▶ For more portly plumber fun, our Paper Mario guide is on p60

✓All Types beaten ✓Every cup won ✓Mini games mastered

Pokémon Battle Guide Pt 1

Stadium 2

Now that all of the critters from Pokémon Gold and Silver have arrived, this game is harder than ever. Help is at hand though!

Contents

Trained and tamed
- ✓ Rival Trainer teams
- ✓ Battle tactics
- ✓ Cups beaten
- ✓ Types table
- ✓ Recommended squads

Past battles
- **Issue 106** Big Game
- **Issue 110** Review

WE SAID "No true Pokémaniac will want to be without Pokémon Stadium 2. Period."

Pokémon Types

Winning takes a lot more than having a Pokémon at a high level.

If you want to defeat your opponent in one battle you must understand what Pokémon Type is effective against others.

Take a look at our table below to see what Types your Pokémon squad is good against. Ticks mean they do double the damage, triangles mean they can't hit that Type and crosses mean they do half the damage.

VS	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													✗	▲			✗
FIRE		✗	✗		✓	✓						✓	✗		✗		✓
WATER		✓	✗		✗				✓				✓		✗		
ELECTRIC			✓	✗	✗				▲	✓					✗		
GRASS		✗	✓		✗			✗	✓	✗		✗	✓		✗		✗
ICE		✗	✗		✓	✗			✓	✓					✓		✗
FIGHTING	✓					✓		✗		✗	✗	✗	✓	▲		✓	✓
POISON					✓			✗	✗				✗	✗			▲
GROUND		✓		✓	✗			✓		▲		✗	✓				✓
FLYING				✗	✓		✓					✓	✗				✗
PSYCHIC							✓	✓			✗					▲	✗
BUG		✗			✓		✗			✗	✓			✗		✓	✗
ROCK		✓				✓	✗		✗	✓		✓					✗
GHOST	▲										✓			✓		✗	✗
DRAGON															✓		✗
DARK							✗				✓			✓		✗	✗
STEEL		✗	✗	✗		✓							✓				✗

Link up

To get the best out of Pokémon Stadium 2 you must have a Transfer Pak.

This allows you to connect any of your Game Boy adventures to your N64! With this you can load your favourite creatures onto Pokémon Stadium 2 and do battle in 3D!

You can also play your saved adventure on your telly through your N64. It even speeds up your Game Boy quest, too.

◀ With the Transfer Pak at hand, you can use your personally trained beasts in the tournament. It's so cool seeing them in gorgeous 3D graphics!

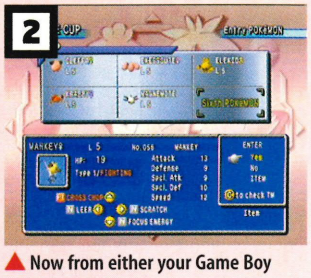
▶ You can even play your GB game on the big screen! You can speed up play too, making it quicker and easier to train beasts.

Choosing your team

Picking the correct squad is all about knowing what attacks are effective against the opponent's team.

You also need to chose fighters that can work together, with each of them being effective in their own areas. Without the right combination, it will be near impossible for you to win. Here are a few tips…

▲ Use this guide to see what Pokémon your opponent uses. Refer to our Type table and make a note of which ones will be most effective against their team.



▲ Now from either your Game Boy cartridge or the rental selection, make a list of the Pokémon that you could use for the tough battle ahead.

▲ It is important that you don't just choose the three strongest Pokémon. Vary your Types and pick Pokémon that are strong in more than one area.

▲ Look at the moves of Pokémon that can be used and pick ones with tactical and offensive abilities. Don't forget, strategic attacks are more effective!

Battle tactics

At first, battles can seem quite shallow where the strongest Pokémon with the biggest attack stats wins.

But when someone uses a Pokémon weaker than yours and wins with strategic rather than offensive moves, you'll see there's a lot more to it.

▲ A Pokémon at a ridiculously high level can be good in battle, but brute strength doesn't always work. A good strategy beats attack power any day!

▲ It's not good to have a Pokémon that can only perform offensive attacks. If it comes face to face with a stronger monster, it will surely lose hands down.

▲ It is best for a Pokémon to have at least one attack, one recovery and one stat changing move. Make sure the fourth is attacking or stat changing.

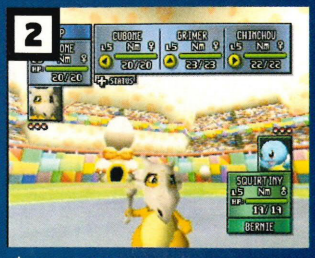
▲ Start a fight with stat changing moves like Amnesia. You will have that advantage for the whole battle. Choose your attack move carefully though.

Statistics

There are many other attributes that indicate a Pokémon's strength.

Like the Pokédex in the GB games, you will see that each Pokémon also has its own attack, defence, speed and special statistics.

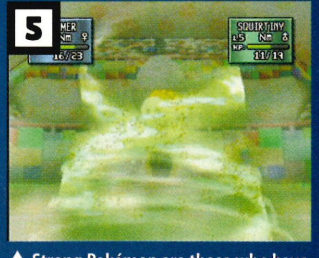
▲ Different Pokémon Types excel in individual areas. For example, an Alakazam will have a much higher speed rating than a Slowbro.



▲ No two Pokémon are the same. Even two Pokémon of exactly the same species and level will have different stats effected by the way it was trained.

▲ To get a Pokémon with high stats, catch about four of the same level and keep the best one. When the creature is trained up it will be a supreme fighter.

▲ Items such as Iron and HP Up boost Pokémon stats, so always think about which squad member needs them most. You don't want any to faint on you!



▲ Strong Pokémon are those who have been trained from a low level. Your stats will end up better if you train a Poké from level five rather than level 50.

▲ Do not use Rare Candy on your Pokémon! As their level goes up, the stats won't raise as much as they would by training. True master Trainers don't need it!

Stadium mode

This is the main tournament in Pokémon Stadium 2 and you've got a lot to do if you want to complete it all in one piece.

There are four cups, Little, Poké, Prime and Rival with the Poké Cup split into four ball divisions. There's a champions seat at the end of it all with your name on it, so lets get battling!

Little Cup

This cup is for Level five Pokémon that can be bred, hatched from an egg and evolved, but are currently completely unevolved.

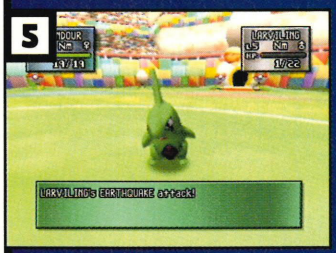
You choose six creatures, but will only fight with three in each round. Remember, you can't use Self Destruct or Explosion with your last fighter.

▲ **Round 1 vs Youngster Bernie** Togepi, Omanyte, Sunkern, Slugma, Squirtle, Mankey. **Tip** Electric, Psychic and Grass Types are best.

▲ **Round 2 vs Picnicker Stacy** Igglybuff, Snubbull, Meowth, Pidgey, Rattata, Teddiursa. **Tip** We like Fire, Psychic and Electric Types.

▲ **Round 3 vs Camper Grant** Chikorita, Totodile, Cyndaquil, Diglett, Chinchou, Bellsprout. **Tip** Use Fire, Electric and Water Types against Grant.

▲ **Round 4 vs Poké Fan Janet** Tyrogue, Paras, Geodude, Spinarak, Zubat, Sandshrew. **Tip** Fire, Rock and Water Types are best.



▲ **Round 5 vs Schoolboy Clark** Mareep, Ekans, Natu, Growlithe, Smoochum, Larvitar. **Tip** Pick Water, Ground and Psychic Types.

▲ **Round 6 vs Swimmer Cora** Clefairy, Dratini, Hoothoot, Oddish, Wooper, Kabuto. **Tip** Choose Electric, Fire and Psychic Pokémon.

▲ **Round 7 vs Teacher Tina** Elekid, Sentret, Vulpix, Eevee, Scyther, Swinub. **Tip** Ground, Fighting and Psychic Pokémon are the best here.

▲ **Round 8 vs Poké Fan Rex** Pichu, Gastly, Magmar, Chansey, Poliwag, Abra. **Tip** We recommend Psychic, Fighting and Ground Types and the cup is yours.

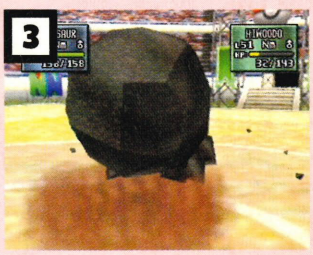
Poké Cup, Poké Ball

This is the first division of four in the Poké Cup. You'll have to win all four divisions before getting the cup.

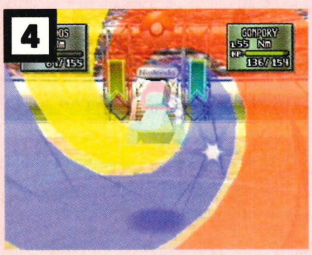
Now the levels have been raised to between 50 and 55, but your team's level total for three Pokémon is limited to just 155. Now things get a bit tougher!

▼ **Round 1 vs Bug Catcher Nelson** Ledyba, Spinarak, Caterpie, Weedle, Yanma, Venonat. **Tip** Use Flying, Fire and Rock Type Pokémon to beat Nelson.

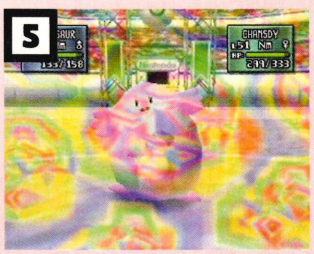
▼ **Round 2 vs Swimmer Bruce** Goldeen, Seel, Staryu, Shellder, Remorade, Poliwhirl. **Tip** Try using Psychic, Grass and Electric Pokémon.



▲ **Round 3 vs Hiker Chester** Machop, Onix, Graveler, Sudowoodo, Rhyhorn, Phanphy. **Tip** Use Ice, Grass and Water.

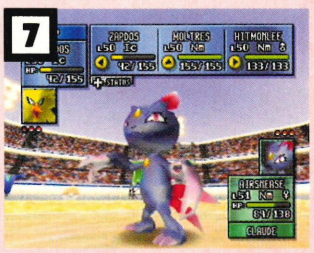


▲ **Round 4 vs Clifford** Magnemite, Ekans, Haunter, Porygon, Flaaffy, Electrode. **Tip** Use Fire, Ground and Psychic Types.



▲ **Round 5 vs Alissa** Miltank, Chansey, Snubbull, Qwilfish, Corsola, Skiploom. **Tip** Use Electric, Fighting and Psychic.

▲ **Round 6 vs Jensen** Persian, Gligar, Charmeleon, Houndour, Electabuzz, Quilava. **Tip** Ground, Water & Fighting.



▲ **Round 7 vs Claude** Delibird, Tauros, Tentacruel, Teddiursa, Vaporeon, Sneasel. **Tip** Use Electric, Fire & Fighting.

▲ **Round 8 vs Mason** Smeargle, Natu, Slowpoke, Raichu, Growlithe, Clefable. **Tip** Use Fighting, Electric & Rock Types.

Poké Cup, Great Ball

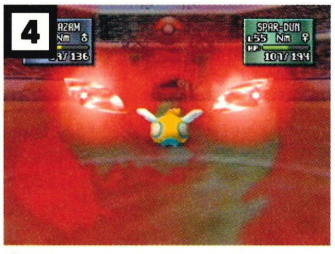
That's the first cup over, now it's time to tackle the Great Ball Division. No fooling around here!

The opposition is tough here so take your time when choosing your team. We recommend you include Psychic and Fighting Types in you line up, plus a useful Dark Type like Houndour to give your squad extra bite!

▲ **Round 1 vs Poké Fan Carmen** Pikachu, Meowth, Clefairy, Shuckle, Togepi, Mr. Mime. **Tip** Select Dark, Fighting and Ground Types in your Pokémon squad.

▲ **Round 2 vs Youngster Wyatt** Ivysaur, Skiploom, Pidgeotto, Nidorina, Ditto, Heracross. **Tip** Use Psychic, Fire and Fighting Pokémon Types against Wyatt.

▲ **Round 3 vs Firebreather Cliff** Rapidash, Magmar, Cubone, Ninetales, Furret, Vileplume. **Tip** Select Water, Ground and Rock Types for this rough fight.

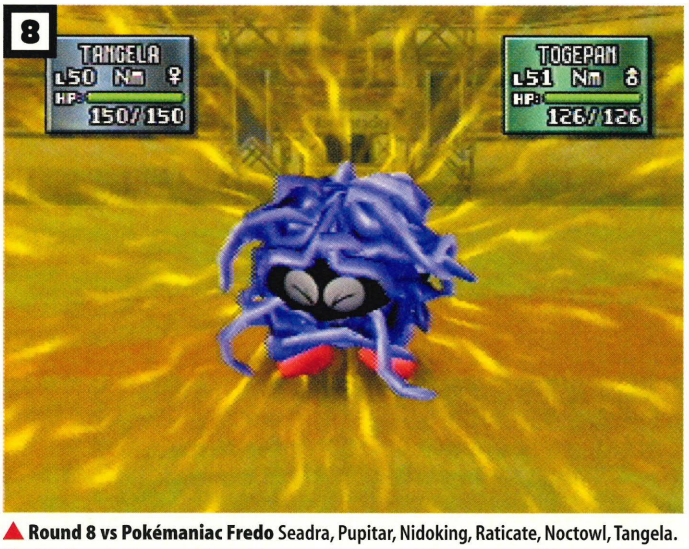


▲ **Round 4 vs Biker Dillon** Weepinbell, Ariados, Sandslash, Koffing, Dunsparce, Ampharos. **Tip** Use Ground, Fire and Psychic Pokémon Types to be a winner.

▲ **Round 5 vs Teacher Molly** Ledian, Kadabra, Aipom, Girafarig, Mantine, Dragonair. **Tip** We suggest Rock, Ice and Electric Types for your super squad.

▲ **Round 6 vs Saga Chen** Spinarak, Jynx, Haunter, Misdreavus, Murkrow, Zubat. **Tip** Dark, Ghost and Bug Pokémon Types will do the trick in this battle.

▲ **Round 7 vs Poké Fan Baxter** Sunflora, Lickitung, Lanturn, Magcargo, Octillery, Pineco. **Tip** Call out Ground, Fighting and Flying Types for this one.



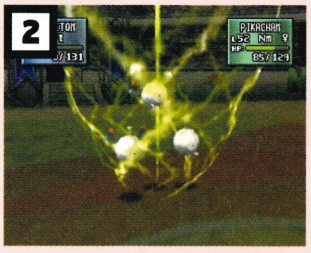
▲ **Round 8 vs Pokémaniac Fredo** Seadra, Pupitar, Nidoking, Raticate, Noctowl, Tangela. **Tip** Use Electric, Grass and Ice Pokémon and a Great Ball final victory will be yours.

Poké Cup, Ultra Ball

Now we're getting somewhere. The Ultra Ball Tournament is the third of four divisions in the Poké Cup!

Psychic Pokémon are so reliable, and we have advised you to use them a lot so far. But surprisingly, you won't need them here at all!

▲ **Round 1 vs Bug Catcher Nelson** Scyther, Butterfree, Parasect, Pinsir, Dunsparce, Heracross. **Tip** Use Rock, Fire and Flying Types in your team.



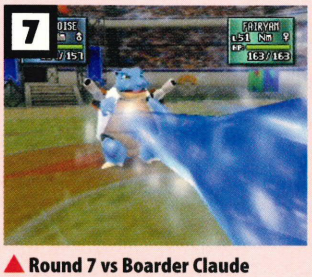
▲ **Round 2 vs Swimmer Bruce** Dewgong, Poliwrath, Quagsire, Magneton, Kabutops, Slowbro. **Tip** Grass, Fire and Electric Types are best.

▲ **Round 3 vs Hiker Chester** Golem, Donphan, Ursaring, Omanyte, Forretress, Steelix. **Tip** Grass, Water and Fire Types.

▶ **Round 4 vs Super Nerd Clifford** Ampharos, Corsola, Porygon 2, Wobbuffet, Tentacruel, Skarmory. **Tip** Electric, Fire and Fighting Types.

▲ **Round 5 vs Beauty Alissa** Miltank, Jumpluff, Persian, Lickitung, Mantine, Wigglytuff. **Tip** Use Fighting, Electric and Ice Pokémon Types for this scrap.

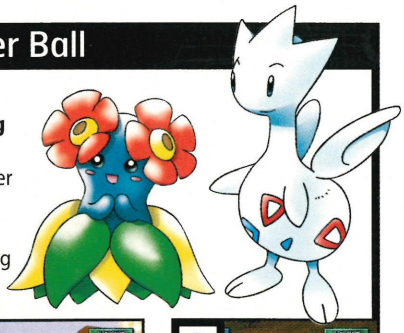
▲ **Round 6 vs Burglar Jensen** Typhlosion, Houndoom, Magcargo, Dugtrio, Stantler, Gligar. **Tip** Use the best Water, Ground and Fighting Types.



▲ **Round 7 vs Boarder Claude** Sneasel, Delibird, Blastoise, Jolteon, Vaporeon, Flareon. **Tip** Choose Rock, Ground and Electric Types.

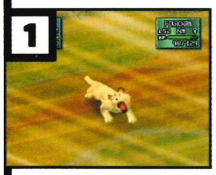
▲ **Round 8 vs Psychic Mason** Kangaskhan, Hypno, Arcanine, Raichu, Smeargle, Xatu. **Tip** Battle with a squad of Ground, Dark and Fighting Types.

Poké Cup, Master Ball



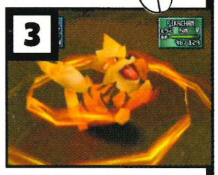
You have made it to the third round of this very challenging cup. Good work Poké nut!

Your main players in the earlier stages should be Electric and Grass Types. Remember to take Fighting and Ground Types along for the latter rounds!

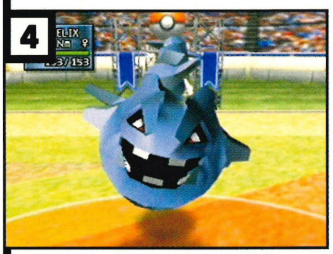


▲ **Round 1 vs Poké Fan Wyatt** Bellossom, Azumarill, Persian, Clefable, Togetic, Raichu. **Tip** Use Fighting, Electric and Fire Types.

▲ **Round 2 vs Youngster Wyatt** Pigeot, Nidoqueen, Ditto, Raticate, Pinsir, Primeape. **Tip** Use the best Fighting, Psychic and Ice Pokémon Types.



▲ **Round 3 vs Cliff** Magmar, Marowak, Dodrio, Houndoom, Exeggutor, Arcanine. **Tip** Use Ground, Rock and Water Type Pokémon.



▲ **Round 4 vs Biker Dillon** Weezing, Cloyster, Steelix, Rhydon, Venusaur, Arbok. **Tip** Pick Ground, Psychic and Fire Pokémon Types for this fight.

▲ **Round 5 vs Teacher Molly** Girafarig, Mr. Mime, Lapras, Aipom, Lanturn, Politoed. **Tip** We suggest Grass, Dark and Fighting Types.

▲ **Round 6 vs Sage Chen** Misdreavus, Crobat, Gengar, Jynx, Murkrow, Umbreon. **Tip** Rock, Bug and Dark Type Pokémon are best.

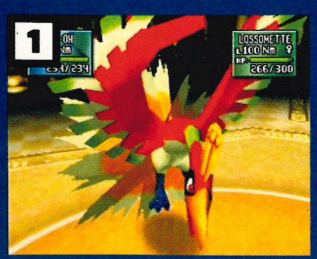
▲ **Round 7 vs Poké Fan Baxter** Feraligatr, Blissey, Typhlosion, Maganium, Granbull, Hitmontop. **Tip** Use Fighting, Flying and Psychic Type Pokémon.

▲ **Round 8 vs Pokémaniac Pedro** Aerodactyl, Machamp, Kingdra, Dragonite, Tyranitar, Charizard. **Tip** Use Water, Rock and Ice.

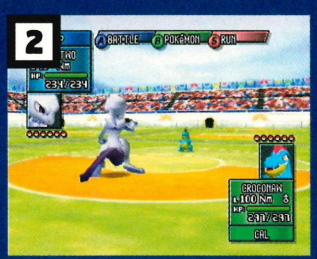
Rival Cup

This is the big fight! If you've got this far you've got to be one red hot Pokémaniac. But you're not the king yet!

You're only one battle away from supreme victory, but it's not going to be easy. Your rival is armed with a dream team of Pokémon so it is important you know their weak spots. Prepare for a ferocious fight!



▲ In this fearsome battle you rival will use the Legendary Birds, Lugia and Ho-oh, plus the awesome Mewtwo. Are you getting scared yet, Poké fans?



▲ Electric attacks are good against the Legendary Birds. Rock attacks also work well against Ho-oh. Use Dark attacks like Thief to defeat Mewtwo.

Prime Cup

The best thing about the Prime Cup is there is no limitation set for the levels of your Pokémon.

This means if you have any level 100 Pokémon on your Game Boy cartridge, here is their chance to go for glory. With the right monsters, you'll wipe the floor with these guys!

▲ **Round 1 vs Lass Terry** Bellossom, Azumarill, Ampharos, Furret, Wigglytuff, Togetic. **Tip** Use Electric, Fighting and Ground Type Pokémon in this fight.

▲ **Round 2 vs Blackbelt Vang** Wobbuffet, Primeape, Hitmonchan, Hitmonlee, Hitmontop, Nidoking. **Tip** Use Psychic, Flying and Ghost Types.

▲ **Round 3 vs Bird Keeper Adam** Charizard, Gligar, Aerodactyl, Fearow, Murkrow, Dodrio. **Tip** Select Electric, Rock and Ice Type Pokémon.

▲ **Round 4 vs Cool Trainer Floria** Stantler, Hypno, Exeggutor, Clefable, Victreebel, Poliwrath. **Tip** Use Psychic, Flying and Ghost Pokémon.

◀ **Round 6 vs Scientist Craig** Crobat, Forretress, Persian, Electrode, Sneasel, Ninetales. **Tip** Fighting, Fire & Ground.

▲ **Round 5 vs Chase** Gyarados, Lanturn, Mantine, Quagsire, Dewgong, Dragonite. **Tip** Use Electric, Grass & Ice.

▲ **Round 7 vs Skier Kathy** Jynx, Lapras, Slowking, Piloswine, Mr. Mime, Feraligatr. **Tip** We recommend Electric, Grass and Dark Type Pokémon for this.

▲ **Round 8 vs Cool Trainer Marty** Mew, Ursaring, Starmie, Umbreon, Muk, Tyranitar. **Tip** Pick Dark, Fighting and Bug Pokémon Types to secure victory.

Mini games

If you fancy a break from the ferocious battle of the Stadium, there are 12 cool Pokémon mini games to play.

Set on Hard, these games can be quite a challenge, but you'll get extra goodies for your Pokémon Gold and Silver adventure if you do win.

Gusty Golbat

You play as a Golbat flying through a cave collecting hearts. The most hearts wins the game. **Tip** Look out for the Magnemites scattered around. Near to the end, try to bump the other bats and steal their hearts.

Topsy Turvy

You are in a bowl and you have to use a spin attack to knock the others off the edge. **Tip** The danger area is the outside of the bowl, so target drifting players. Rush back to the middle after attacking for safety.

Clear Cut

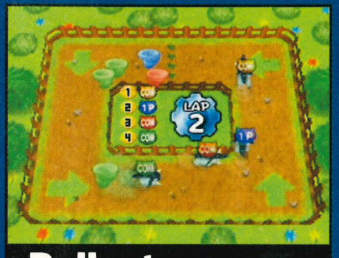
Your task is to cut marked logs as close to the white line as possible. A test of reactions! **Tip** It is better to cut too early rather than too late. Points are deducted for cuts above the line, so cut sooner than later.

Furret's Frolic

A ball game where you must hit the balls into your own goal. Bigger balls are worth more points. **Tip** Don't be subtle. Keep hammering the A button like crazy! Focus on the biggest balls and be very aggressive!

Pichu's Power

Make Pichu send surges of electricity into light bulbs to charge up an energy bar before the others. **Tip** This game is all about speed and concentration. Watch the indicator and change commands fast.

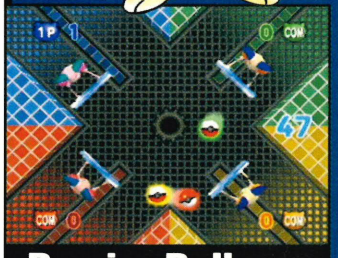


Rollout

An all out race! Get tornadoes as you complete laps and use them to slow down the others. **Tip** Hang back at the start of the race to get lots of Dust Clouds, then unleash them near the end of the race to steam ahead!

Stampede

A game of reactions. Count the Pokémon as they appear on your screen and hit A to count. **Tip** The start is easy. When asked to look for a particular Pokémon, don't panic. There won't be that many of them!



Barrier Ball

Score by smashing the ball into the other player's courts. You'll lose a point if the ball goes past you. **Tip** You can curl the ball by moving just as you hit it. If behind, target the person that has the most points.

Egg Emergency

Use Chansey's pouch to catch the eggs that fall from above. The player with the most eggs at the end wins this game. **Tip** Missing a few eggs is better than being hit by a Voltorb. When they appear, avoid at all costs!

Eager Eevee

The ultimate reaction test. Hit the A button when fruit is revealed. Don't eat the grey fruit! **Tip** It is important that you look and see what fruit is there before charging in. Make sure you get to the melons first!

Tumbling Togepi

Make the cute little Togepi dodge the obstacles and hit speed arrows in a race to the finish line. **Tip** To win you must try to hit as many speed arrows as possible. Keep an eye out for rocks that stop you dead.

Delivery

Head to the bottom of the screen to gather goodies, then take them to the top. How much can you carry? **Tip** Concentrate on the most valuable prizes. To be in the money fill your sack with pianos and rings.

Next month...

We'll be returning to White City to bring you all the battle tips you'll need to reach the top of Gym Leader Castle. With 21 tough Trainers to defeat along the way, this will be an essential guide for all you Pokémaniacs dying to reach the end. See you then!

Paper Mario

Bowser Bashing Guide Part 1

Princess Peach is in trouble once again. Big bad Bowser has kidnapped our lady and transported her castle into outer space. This looks like a job for super Mario!

Nintendo OFFICIAL MAGAZINE AWESOME

Contents

Busted open...

- ✓ Goomba Village
- ✓ Toad Town
- ✓ Koopa Village
- ✓ Koopa Bros. Fortress
- ✓ Mt Rugged
- ✓ Dry Dry Outpost
- ✓ Dry Dry Desert Ruins
- ✓ Forever Forest
- ✓ Boo's Mansion
- ✓ Gusty Gulch

Paper Chase

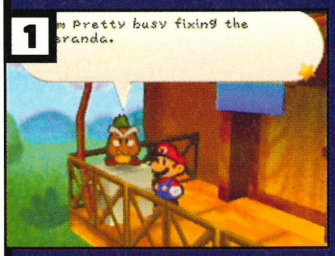
Issue 105 Big Game
Issue 109 Review

WE SAID "An absorbing, magical experience that will keep you engrossed for many months."

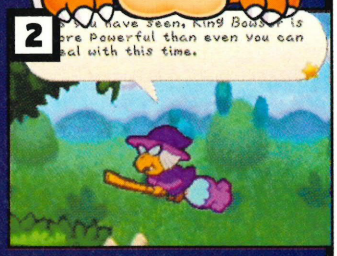
Exploring Goomba Village

At the start of the game Mario is left for dead by Bowser and wakes up in the mega world of Goomba Village.

Your first mission is to find the route up to Star Summit, but there are plenty of tasks to complete before you can go on your way.



▲ Your first job is to mend the broken gate in Goomba Village. Go and talk to Goompa on the balcony at the back of the Goomba house and when you return outside, the gate will be fixed.



▲ Not so fast! Before you can use the gate, the old witch Kammy Koopa drops a huge boulder in your path. You'll need Goompa's hammer to break it up, so go back inside and talk to him.

▲ When you go and speak to Goompa on the balcony, the floor falls away beneath you. When you land, go left. You'll find Goompa's hammer behind the bush to the far left of the screen.

▲ After picking up the hammer, use it to whack the tree on the right side of the screen, next to the low white fence, to get Gombaria's Dolly. Head right to go back to Goomba Village.

Goomba Village bosses

As you make your way from Goomba Village to Toad Town you'll bump into a couple of characters and their bumbling monarch.

Here's how to defeat this bunch of cronies without a hitch.

▲ The Goomba Bros. are small fry in the world of Paper Mario bosses. Concentrate on the Blue Brother first because he's the weaker of the pair. If your HP drops to two use a Mushroom to recover.

▲ Despite kicking the Goomba Bros. butts you'll face them again when you have to battle King Goomba. They are weaker this time around so take them out quickly before turning on the King.

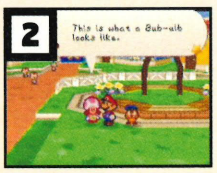
▲ Target the large tree to the left of King Goomba with your hammer to knock a huge Goomnut on his head and rob him of a cracking three HP. Bounce on his head continuously to finally finish him off.

Exploring Toad Town

Toad Town is the most important place in Paper Mario world. It's your main hub and you'll be returning there many times.

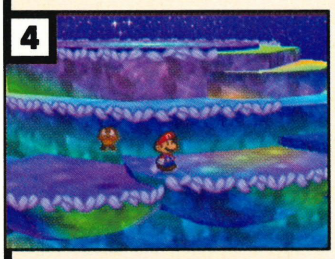
If you're stuck at any point, the answer is probably in Toad Town.

▲ Before entering Toad Town, hit the tree just to the left of the entrance. Bounce on the spring pad, land on the roof and open the chest for the Hammer Throw Badge.



▲ Go and chat to hippy chick Minh-T near the flower beds. She tells you that she wants you to collect Bu-ulbs, so keep an eye out for them on your travels about Toad Town.

▲ Check the Post Office for regular deliveries as your party members grow. This time around, Goombario has a letter to read. Read it too, if you're feeling nosy.

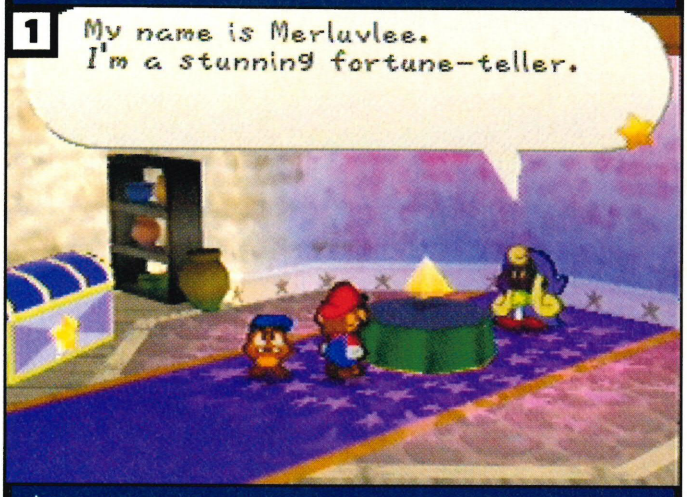


▲ South and east exits from Toad Town are barred for now, so head through Star Gate North and climb the stairs to the Star Summit. Listen to the Star Spirit's story about their missing rod.

▲ On your way back from Star Summit you'll be attacked by Magikoopa. Use Power Jump to knock her off her broomstick and use your new Action Command skills on her witchy bones.

Toad Town Magicians

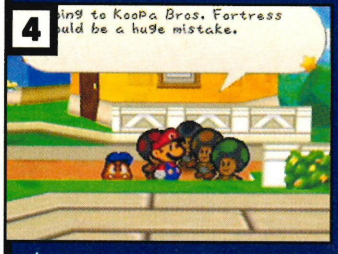
Several magical characters in Toad Town are always happy to help Mario, but their help and advice often comes at a price!



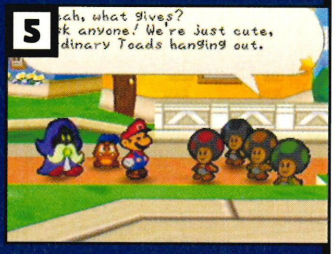
▲ To the right of Star Summit you'll find the Merluvlee and Merlow's quaint little cottage. Merluvlee is a fortune teller, but she'll charge you for her wisdom.

▲ Make sure you regularly visit Merlow in his upstairs room because he likes to trade Star Pieces for Badges. Save up your Star Points to get the best Badges.

▲ Next up, head back to Toad Town. Talk to Merlon the wizard in the house with the spinning roof. Knock on his door twice and he'll tell you to go east.



▲ When you try and follow Merlon's advice and leave Toad Town, Toads block your way. Follow their hints and return to Merlow's house immediately.



▲ To get the right response from Merlon, stand right next to him, not across the table. Do it right and he'll remove the toads so that you can leave.

Koopa Village

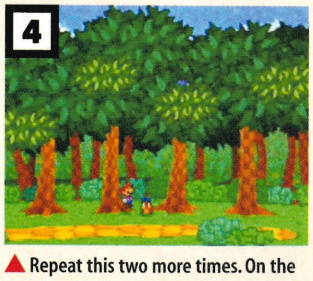
Heading east from Toad Town take the lower right fork to Koopa Village where there's an invasion of rampaging Fuzzies.

This is where it starts to get crazy! Let's go and save the town…

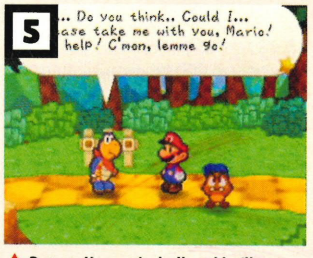
▲ Use your hammer to knock the shells from the trees and stop the Koopas shivering in their shorts. Bounce on the Fuzzies to send the blighters packing.

▲ Head right into the village and bounce on the Fuzzies to clear the area. Enter the house with the green roof to help Kooper get his shell back.

▲ Exit the back of Kooper's house and walk right. Watch the annoying Fuzzy in the trees and then hit the trunk of the tree the Fuzzy eventually decides to hide in.



▲ Repeat this two more times. On the third go the Fuzzies speed up, so be extra careful 'cos if you hit the wrong tree you'll have to fight a Fuzzy.

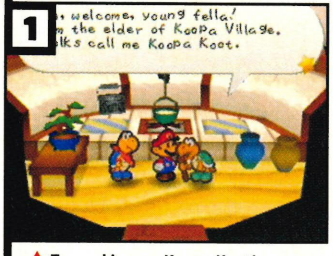


▲ Return Kooper's shell and he'll agree to join your party. Return to the main area of town, push the blue block under the brick block and hit it for a Star Piece.

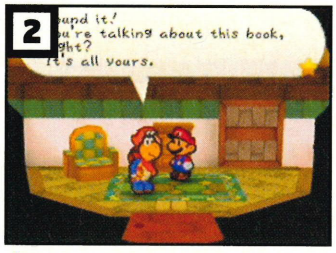
Koopa Koot

All the best RPG games are full of cute, loveable characters that need your help, but Koopa Koot is something different altogether.

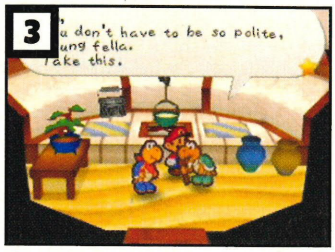
The crabby old Koopa will have you running yourself ragged for just a few measly coins. The old fella will make you fume!



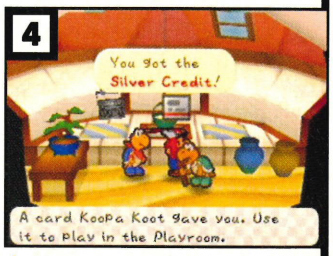
▲ Try and ignore Koopa Koot's cantankerous attitude. As annoying as he is, if you get him everything he asks for you'll be well rewarded in the end.



▲ First of all, Koopa will ask you for a particular book, so visit Kolorado's wife in the house with the orange roof. Chat to her and you'll get the book for Koopa Koot.



▲ Take the book back to Koopa Koot for one coin. Talk to him some more, agree to help and he'll ask for a Sleepy Sheep from Toad Town. Better head back and get it!

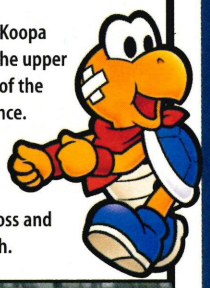


▲ After taking the Sleepy Sheep back to Koopa Koot he'll reward you with yet another lecture and a Silver Coin to use in the secret Playroom in Toad Town.

Storming Koopa Bros. Fortress

After seeing off the Fuzzies in Koopa Village your next destination is the heavily guarded Koopa Bros. Fortress.

This place marks a return to the good old days of Mario platform games crammed with switches, traps and secret rooms.



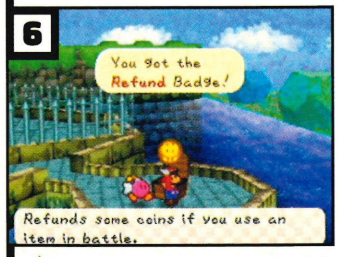
When you leave Koopa Village head along the upper path just to the left of the Koopa Village entrance. Ignore the Koopa Bros'. flimsy Keep Out signs and use Kooper to shoot across and press the blue switch.

Cross the bridge and hit the tree for a Star Piece. Enter the fortress and battle the Koopa by the locked door for a Fortress Key. Head right and defeat the Koopa in the room with the stairs.

Press the blue switch when it pops up. Go down the stairs and head left. You'll have to beat all the baddies in the room before you can proceed further. Jump around the fire wheels for a key.

Go back up and use your key on the locked door. Head down through the lower door for a Save Point. Head to the top and hit the question mark block.

You'll fall down to the cell where the Bob-ombs are prisoner. Talk to the pink one, Bombette, and she'll join you. Use her to blast a hole and escape.



Go back upstairs to the room you fell through and blast a hole in the wall. Get the Refund Badge from the chest and walk to the cellblock near the entrance.

Use Bombette to blast a hole in the cell for a key. Head to the door next to where you hit the '?' block. Use Koopa to hit the switches in turn to move across.

Drop down for the Power Bounce Badge, climb up and go up the stairs. Bounce on the switch to access more stairs. Blow out the wall for a key.

Walk back upstairs and unlock the top door. Press the blue switch, head to the top for the Smash Charge Badge. Go through the lower door. Let's go!

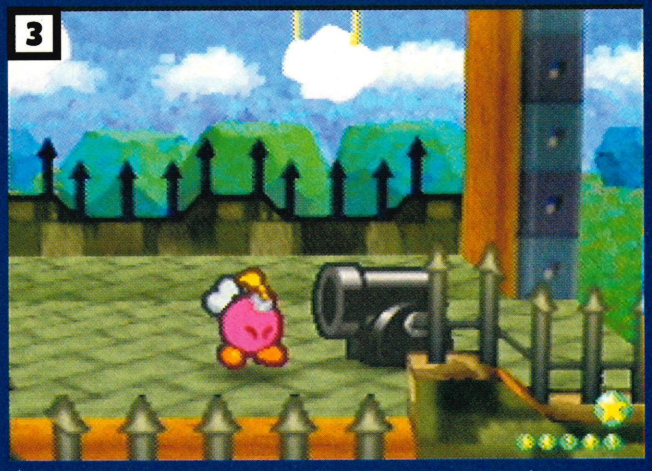
Fortress boss battles

The Koopa Bros. are now running scared as Mario's tracked them to their lair and now they're hiding in their cheesy disguise.

Now it's time to win your first Star Spirit. Go get 'em, Mazza!

When you emerge at the top of the fortress, dash right, slip into the gap on the right halfway down the walkway. Save and replenish your HP here.

Bounce on the cannons at the end of the walkway to initiate a battle with the Bill Blaster Cannons. Take out the bullets with hammer blows.



Don't waste time trying to jump on either bullets or cannons. Use hammer attacks and Bombette's Body Slam and the battle should be over without a hitch.

After beating the Bill Blaster Cannons you'll face the Koopa Bros. in their pathetic Bowser disguise. Ignore the comments and avoid jump attacks.

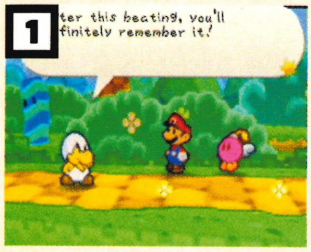
Use Bombette, Kooper and Mario's hammer to destroy their shell. When they're exposed use the hammer and Power Shell to flip them on their backs.

Keep the Bros. on their backs because they can hit you when they're standing. This is the most difficult battle yet, but when you win you'll get a Star Spirit.

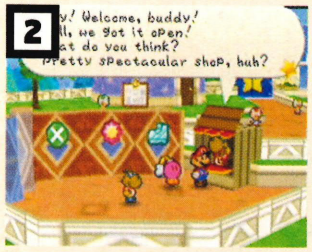
Return to Toad Town

After storming the fortress you'll witness a brief interlude with Princess Peach in her space prison.

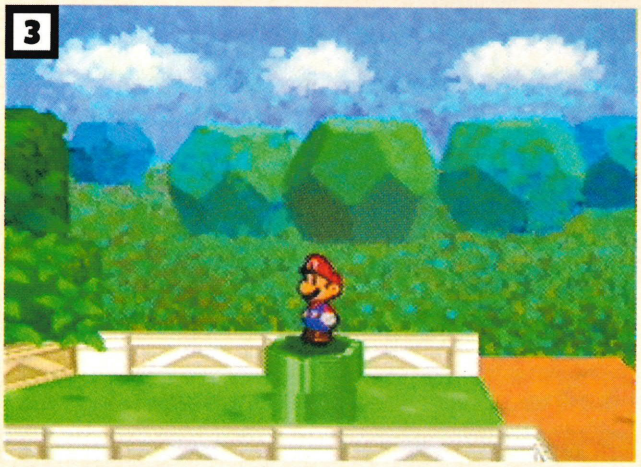
Better return to Toad Town and meet some faces. She needs saving!



▲ On your way back to Toad Town watch out for Jr Troopa who will try another attack on your merry band. This time around he hides under his shell, so use Bombette and Mario's hammer.



▲ Safely back in Toad Town check out the newly opened Badge Shop. Here you can spend your hard earned coins on rare Badges. Visit often because their stock changes regularly.



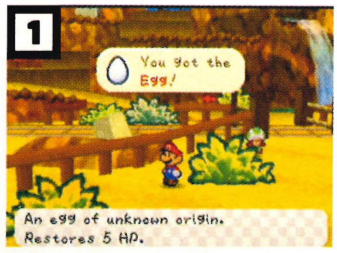
▲ After your shopping frenzy, head to the south part of town. Smash the tree on the left with the hammer and enter the pipe that appears to warp to the Playroom.

◀ Use the Silver Pass from Koopa Koot to play the Jump Attack game and win more coins. Now head for the Train Station to the far south. Use Bombette to blast the rock and board the train.

Mt Rugged

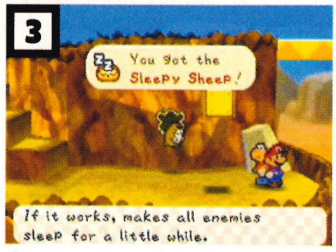
According to Mario's Star Spirit friend Twink the next trapped Star Spirit is located far away in the Dry Dry Ruins.

In order to get there you'll have to climb perilous Mt Rugged.



▲ When the train arrives at the base of Mt. Rugged jump off and start searching the bushes in front for coins and an egg. Follow the arrows to the mountain base.

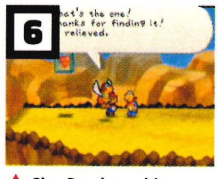
▲ Ignore the large silver block for now because you won't be able to smash it until you get a hammer upgrade at Dry Dry Ruins. Look out for flying postie, Parakarry.



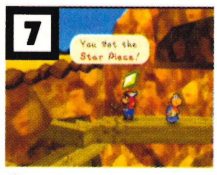
▲ Parakarry has dropped a letter and you must find it. Go down the steps and get the Sleepy Sheep from the '?' block.

▲ Go left and smash the yellow block. Talk to Whacka and hit him to get Whacka's Bump. Head up the steps and walk right.

▲ Save here and keep going. Eventually you'll see a letter on the ledge above. Use Koopa to grab it and note the Hammer Badge to the left which you can't reach at the moment.

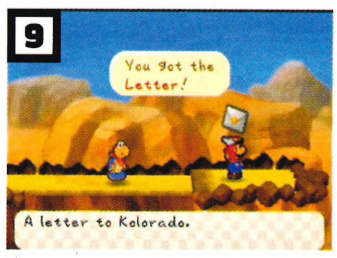


▲ Give Parakarry his letter. He'll ask you to find two more letters, so head east. Climb up as far as you can go, then walk as as far as you can to the right. Jump down the gap for a letter.

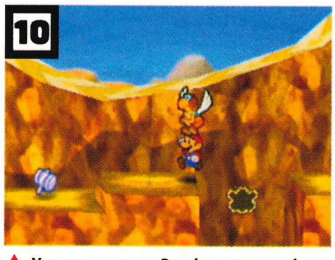


▲ Bounce back up on the spring and go left along the top ledge as far as you can. Jump down onto the wooden ledge to get the Star Piece. Now go back up to the top path.

▲ Go down the slide. Head left, past the '?' block and into the cave for the chest's Damage Dodge Badge. Go down the left of the mountain and use the Spring Pad.



▲ Go down the slide to wind up on the other side of the mountain and get the second letter. Head back down to give the letters to Parakarry. He will now join you.



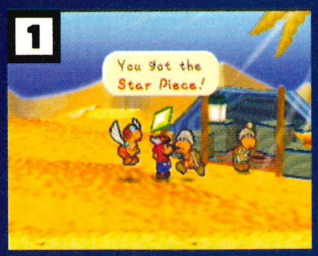
▲ You can now use Parakarry to get the Hammer Badge and the unreachable Star Piece. Explore the mountain's east side to find a Bub-ulb and get a Magic Seed.

▲ Head for the very top and go right. Use Parakarry to fly you across the gap. When Buzzar questions you, lie like crazy and tell him you're Luigi to avoid a tough battle!

Dry Dry Desert

The Dry Dry Desert is the home to both the secrets of Dry Dry Ruins and the mind boggling, Dry Dry Outpost.

First up, there are some secrets to uncover amongst the sand dunes.



▲ Talk to Kolorado at the base camp on the edge of the desert. Head right and if you want to go straight to Dry Dry Outpost simply stick to the yellow path and keep walking right.

▲ If you fancy a little exploring, look for the large stone cactus as you travel along the path. Head two screens south and then go east to enter an area with blue cacti. Jump into the whirlwind.

▲ The whirlwind will take you to a Spin Attack Badge. Jump down and head north to return to the path. Hit the tree next to the Outpost entrance sign to get a letter. Now head two screens south.

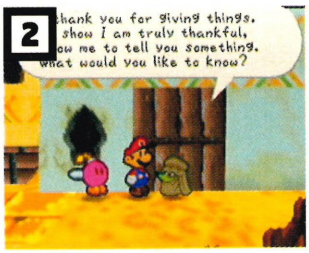
▲ In the middle of the oasis you'll find a Super Block. Use this to upgrade one of your party members to Super Rank. You should also get a lemon from the tree which you'll need in the Outpost.

Dry Dry Outpost

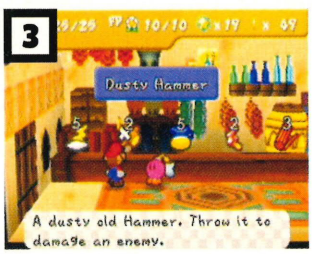
Outpost store prices are cheaper than those in Toad Town or Koopa Village, so stock up while you can.

You'll also need to track down Moustafa to learn of the Ruins' location.

▲ After shopping head right into the second part of the Outpost. Jump over the alleyway crates to the right of Toad House. Pay Merlee 50 coins to benefit from her amazing magic spells.



▲ To find Moustafa speak to the olive robed mouse on the far right of town. Give him the lemon when he asks you for something. When he gives you a list of questions, choose 'How to see Moustafa'.



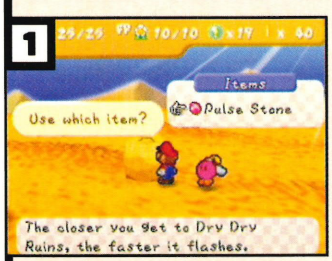
▲ Go to the shop and get a Dried Shroom and Dusty Hammer in strictly that order. The shop owner will now tell you where to find Moustafa. Head back to the right and go through the door where the lemon guy was just standing.

▲ Climb up the crates to the roof and pick up the letter. Enter the building and talk to the lemon guy who is actually Moustafa. He gives you the Pulse Stone which will guide you to the entrance of Dry Dry Ruins. Sorted!

Dry Dry Ruins

The enemies in Dry Dry Ruins are the toughest you've faced so far. The cacti barbs can be very damaging and some are also poisonous.

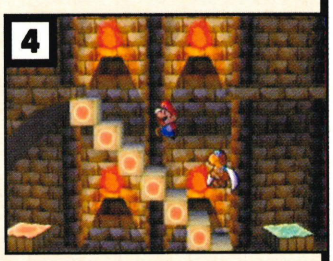
Stick with Kooper and Bombette in the many battles here as they work best against the spiky foes you'll encounter.



▲ To reach the Dry Dry Ruins, head north from Dry Dry Outpost until you reach an area full of brick blocks. Head west as far as you can go and use the Pulse Stone on the big rock. The Ruins will rise like a phoenix from the sand.

▲ Get the Spiked Shield Badge from the middle coffin. Go down the stairs and get the Dry Dry Ruins key. Head back up the steps and through the door. Press the switch, go back down and through the door on the right. Now walk up the stairs.

▲ Use Parakarry to cross the gap and blast the wall with Bombette. Press the switch, get the Star Piece and go to the room below this area to get another key. Head all the way down the staircases and unlock the bottom door. Let's get to it Mazza!



▲ Hit the '?' block and fight the Cacti. Beat them to win the key and unlock the left door. Use Parakarry to cross the gap and climb the stairs, pressing the pads as you go to turn them around. Drop down into the cage room.

▲ Edge round the top to reach a secret room on the left and get the Slow Go Badge. Drop down the hole and open the large chest to receive the Super Hammer. Smash the block that's in the room to help the gang escape.

▲ Check the map in the dark passage to the right to find the location of three powerful stones. When you look for the Diamond, Lunar and Pyramid stones don't forget to grab the artifact in the first room with the red and green steps.

▲ Head for the room with the four Chomp statues. Place the Pyramid Stone on the left, the Diamond Stone in the middle and the Lunar Stone on the right, leaving a gap between each. Use the heart, save your progress and prepare yourself for battle!

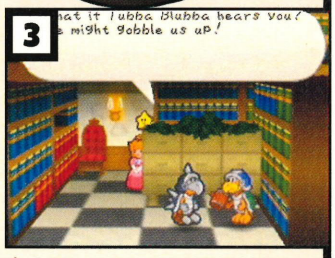
▲ Boss Tutankoopa is not hard to beat if you concentrate on him rather than his Chomp pet. When he falls to the ground, hit him with one of Bombette's special attacks. Mario's Quake Hammer should turn him into desert dust.

Sneaky Peach

Time for Mario to have a bit of a rest whilst we join Peach in her castle, held captive in outer space by the wicked Bowser.
She may be miles away but Peach is still able to help out Mazza.

▲ Press the switch to the right of the fireplace to escape. Crawl through the opening and enter the main hall where all the guards are patrolling. Enter the first door on the left.

▲ Carefully dodge the guards in the library and inch along until you reach the Power Rush Badge. Now leave the library the same way you came in without proceeding to the end. In the hall take the door on the far right side.



▲ Collect the Deep Focus Badge and put both badges in the large chest in the middle of the room. Now head back to the library and walk as far to the left as you can. Eavesdrop on the guards to learn vital info for Mario and his gang.

Toad Town Sewers

Now Mario has the Super Hammer he can visit new areas of Toad Town, including a useful set of warp pipes.
Now travelling around the map will be a whole lot easier.

▲ Outside Dry Dry Ruins, head back across Mt. Rugged and giving Kolorado the artifact, take the train to Toad Town. Head to the left of town and drop down the pipe with the private notice outside.

▲ First smash the yellow block on the right side of the green pipe and get ready for Blooper the Squid. Blooper floats in mid air, so ground attacks are useless. Parakarry's Shell Shot is effective in combo with Mario's Power Jump.

▲ Grab the Shrink Stomp Badge and head left. Smash the grey block and meet Electro Blooper. Use the same strategy as before, but avoid jump attacks when his electricity is fully charged.

▲ Press the switch to reveal three warp pipes. Deliver Parakarry's letters to be rewarded with Star Pieces. Listen to the hammock guy's radio in Koopa Village to take part in a competition.

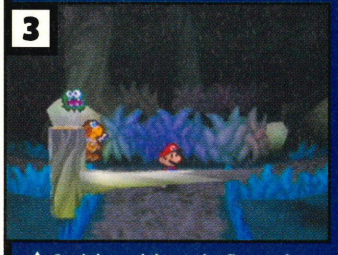
▲ Ride the sewers' moving platforms for coins, Snowman Dolls, a Power Smash Badge, a Star Piece and a Super Block. Search the chest in Merluvee's house and get the badges in the chest.

Forever Forest

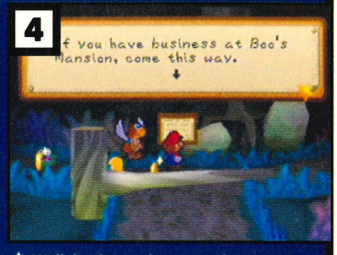
Make sure you check out the clues in the spooky scenery to find out how to escape from the creepy maze and reach Boo's Mansion.

▲ Head right and take the second path by the laughing plants. Walk left and take the first path where eyes are in the tree stump. Walk left and take the first path. The flowers spin when pressed.

▲ Go left and up the ramp to get a Magical Seed from Bub-ulb. Head left and take the second path where you see a pumpkin in a tree. Walk left and take the first path where you see mushrooms.



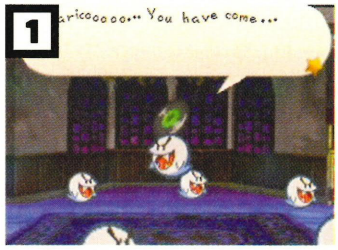
▲ Go right and down the first path, then right and walk down the second. Examine the bush directly in front and flowers will appear. Run round to the right and up the ramp. Get an FP Plus Badge from the red block.



▲ Walk back out the gate where you just made the flowers appear. Go round to the right until you see a sign that says, 'If you have business at Boo's Mansion come this way'. Nice one, you have made it through the gloom!

Boo's Mansion

Boo's Mansion is full of ghosts who are devoted to Lady Bow. There are no enemies in this area, so relax and enjoy the scenery.



▶ Check the first floor frame to discover you need to look for a painting. Enter the left room, open the middle wardrobe. Play hide and seek for the Record Key.

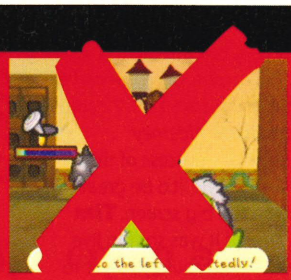
▲ Enter the left room. Play the record to lure the ghost and grab Weight from the chest. Head down, jump on the sofa, swing on the chandelier and in the door.

▲ Go down, open chest and play Boo for the Super Boots. Use Spin Jump for crate goodies and on carpets and in front of the clock to collect Star Pieces.

▲ Go through lobby door. Check the Mario pot, Spin Jump through the floor. Get the picture with Parakarry. Bomb wall, and put picture in upstairs frame.

Next month...

If you liked Boo's Mansion, just wait until you see the lair of the great Tubba Blubba. You'll also get to experience a tropical island populated by loveable Yoshis and bask on the back of a friendly whale. Can't wait? Neither can we!



The address for all your letters and pictures is:

Club Mario, Nintendo Official Magazine, Angel House, 338-346 Goswell Road, London, EC1V 7QP. Or you can e-mail us at dominic.wint@emap.com

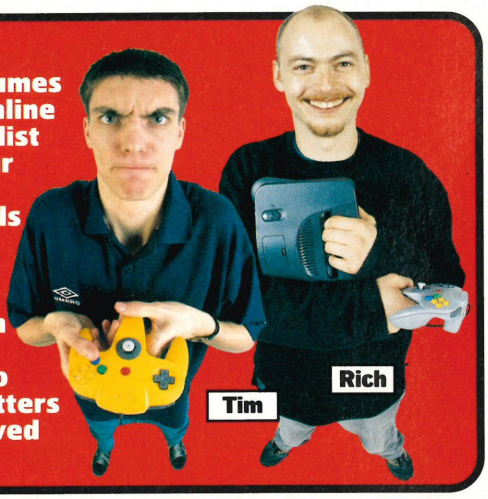
We dish out top Nintendo prizes for the best letters and stuff we really like, so it pays to get your letters in. A big thank you goes to the guys at Ubi Soft who supplied the Final Fight One prizes this month.

Club Mario

HERE'S THE BIT OF THE MAGAZINE THAT YOU WRITE...

☑ Your letters ☑ Bowser's Prison ☑ Game or lame? ☑ Mario's Hotline

Films into games, games into films, online gaming, the list goes on. Your letters have covered loads of subjects this month, so let's join Tim and Rich to see what you've got to say in the letters we've received this month.



"I think the Rogue Leader screens were awesome. I reckon that if it follows the same formula as Rogue Squadron, it will be a world beater. The only problem is that it's a one player game, but if there was a way to give your wing men orders that would be cool."
Sam Walters, Carnoustie

■ Guess what? You can give your wing men orders in Rogue Squadron II, how cool is that gonna be? **Tim**

■ We've played Rogue Leader and we can assure everyone that it is absolutely breathtaking. **Rich**

MARIO'S WINNER!

"Wouldn't it be ace if Gladiator was a GameCube title? You could have a Season mode based on the movie itself, and have chariot racing, catapult firing and archery as mini games. It would be great!"
James Wilson, Guernsey

■ We wouldn't bet against a Gladiator style game making its way onto GameCube. It was an immensely popular film. **Rich**

■ Maybe that's the sort of adult style game that Nintendo should be looking to release. **Tim**

MARIO'S WINNER!

"I'm really looking forward to the GameCube, I want to get Luigi's Mansion and the new Zelda. I think that Nintendo should make a TV show that reviews all the latest games and give out handy hints and cheats, why not even make Mario the host of the show?"
Nicholas Stevenson, Huntingdon

■ Mario would make a great TV show host, he could even replace Chris Tarrant or that ghastly old harpy, Anne Robinson. **Tim**

■ There haven't been too many good video game shows on TV, let's hope this changes. **Rich**

"I don't know if anyone else has noticed this, but Luigi isn't so lanky anymore. He's slowly been putting on the pounds. In Luigi's Mansion, he's quite plump."
Peter Curtis, Tonbridge

■ It's what's called middle age spread. After a few nights in that mansion, he'll lose some belly. **Rich**

"I don't think Nintendo should get rid of their kiddie image as a lot of games are cartoon based like Pokémon and Mario Kart. They do have a few adult games like Perfect Dark and Conker's BFD."
Imran Ahmad, Southall

■ Nintendo want their games to appeal to all audiences, so expect a wide variety of titles to appear on GameCube and GB Advance. **Tim**

"Does the GameCube use mini discs or CDs like PlayStation 2?"
Luke Ellis, Malmesbury

■ The GameCube uses 8cm optical discs. They are tiny, but loads of information can be stored on them, making for great games. **Rich**

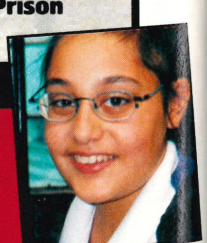
"I think that Nintendo should make a Zelda movie based around Ocarina of Time. Whippin' Ganondorf's ass is fun to do yourself, but imagine watching it with movie style special effects, in fully rendered FMV graphics."
Lliam Otode, Alderney

■ After the success of the Final Fantasy movie, it'd be great to see Link on the big screen. **Tim**

■ What if it was shot in live action? Who could you get to play Princess Zelda? **Rich**

Bowser's Prison

If you had to do time in Bowser's Prison, what three N64 games would you take with you? Send in your list of three games and why you'd take them and you might be banged up with the ultimate bad boy, Bowser. But please note, you must send a photo with your Bowser's Prison entry. No photo, no entry. Sorry!



Hardeep Sahi

My three games would be...
(1) Zelda: Ocarina of Time
Why? Because completing this giant game would pass half my prison sentence.
(2) Super Smash Bros.
Why? Because me and my cell mate and the rats in the corner can enjoy beating each other up.
(3) Conker's Bad Fur Day
Why? Because the mad, rude and strange humour will stop Bowser's Prison getting me down.

Don't forget to mark your entries 'Bowser's Prison'.

Mario's Hotline

Don't bottle it all up, give Mario's Hotline a ring and get it off your chest. Don't forget, you must leave your name and telephone number...

"I think THQ, Rare, Konami and Acclaim should join together to make the last N64 game the best."
Anon

"I played Mario Party 2 and I loved it. Forget GameCube, I'm getting an N64."
Angel Watkin

"I think it would be nice if Nintendo could put all the old games on one cartridge."
Anon

"My Mum won't let me have a handheld console. What should I do to get one NOM?"
Anon

"The new Mario and Zelda games on GameCube look absolutely amazing."
Chris Warner

020 7880 7414

MARIO'S WINNER!

"Some people think that as the GameCube appears on the horizon, our beloved N64 is dying, but I don't think so. The N64 can never die with such ace games like Goldeneye 007, Zelda and my favourite, Mario Tennis."
Adam Piplica, Leeds

■ The N64 will never die while there are such loyal fans as you Adam. It's a classic console. **Rich**

"I bought THPS2 for GBA and even though it's a decent game, it doesn't allow you to create a skater, create your own skate park, look at videos and buy tricks. I bought Super Mario Advance and F-Zero for the GBA and I play them all the time but I don't like Nintendo for making their version of THPS2 rubbish. PlayStation and GBA are both 32-bit machines, so what's the problem?"
Wayne, Shropshire

■ The GBA has the same raw power as a PlayStation, but it will never look the same. The GB Advance only has an LCD screen for starters. **Tim**

■ Let's not forget the fact that a cart will never hold as much information as a PlayStation CD. Then there's such things as cart save and RAM. You get the picture now Wayne? **Rich**

"I'm concerned about Nintendo's online plans for GameCube. Anyone would be more than happy to play Mario and Zelda online. Phantasy Star Online proves that online gaming works, so why doesn't Nintendo get on with it and give us at least one online game on launch day."
Richard Errington, Doncaster

■ The fact is that although there are a few online successes, online gaming still isn't all that popular, especially on consoles. **Rich**

■ I'd rather Nintendo stick to making great, value for money games instead of worrying about this so called Internet revolution. **Tim**

Mario's Hit List

Do you want to see your letter in Club Mario? Are you lost for a hot topic? Why not tackle one of these subjects...

- What do you think of the new look Zelda?
- Which GameCube title are you looking forward to the most when it comes out?
- Will Mario Sunshine be the best Mario adventure yet?
- Is the Card e Reader a good thing for Pokémon games?

Your e-mail

club.mario@ecm.emap.com, 5:16 pm +0000, Your E-mail

Send

To: richard.marsh@emap.com
From:
Subject: Your e-mail

Before you send us your e-mails, check out the red box below. Follow these simple rules and you'll get a reply quicker!

"I think that when the GameCube is released THQ should make another WWF game. This time it should have an internet link, where you can upgrade wrestlers by downloading their new music, moves and appearance onto the disc. This would make the game even better as you could keep up to date with all your fave superstars."
Lee Marshall, Carshalton

■ This would be an excellent way of keeping up with the ever changing world of WWF. We like your ideas Lee, let's hope they come off, eh?

"I love the amazing graphics of the GameCube and, although it's really cheap at the moment, I wondered if it will come out in the UK being loads more expensive than other countries."
Guy Steemson

■ We hope not, Guy. Nintendo wouldn't do themselves any favours with people like you if they decided to up the price.

"I have recently played GT3 on the PlayStation 2 and all I can say is Nintendo are going to have to work hard to get graphics as good looking as that. I have seen nothing from the GameCube that equals or surpasses that awesome Sony title."
Steven Brook

■ GT3 looks amazing, but we're confident that the GameCube can do better. Just you wait for Namco's new Ridge Racer speedster.

"How can Nintendo do this to Link? The new so-called 'toon shading' makes him look REALLY strange! Are Nintendo really going to make him look like this?"
Duncan Stibbard Hawkes

■ Yes they are. We think it looks great. Just wait 'til it's finished!

"I find it funny the way you tried to convince us that the changes made to the new Zelda game are good when it's clear you hated it too! Don't you realise babyish graphics are Nintendo's problem.
Daniel Wright

■ We weren't lying. We really do think the new look Zelda is fantastic.

A few e-mail rules

We'll do our best to reply to all your e-mails, but we need your help to do this. Follow these simple rules to get a speedy response...

- Keep to short messages! We don't have time to read 500 word e-mails.
- Number your questions and keep 'em brief.
- Put everything in one e-mail, rather than sending six.
- Look at page 3 of the mag. Only send e-mails to the right people.

Nintendo OFFICIAL MAGAZINE

Who does what

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Pokémon Centre

Nintendo Official Magazine Official Pokémon Master

The 2001 Pokémon Celebi Tour is now over and it was top fun. We can now finally announce who the grand winner is...

Send all your Poké stuff to:
Pokémon Centre,
Nintendo Official Magazine,
Angel House, 338-346 Goswell Road, London EC1V 7QP

Pokémon Celebi Tour: Show reports

It was five whole days of Pokémon madness and boy, was it fun! Over 5000 of you turned out at Toys R Us stores across the country to be the first to be let loose on Pokémon Stadium 2. Pokémaniacs had the chance to get their mitts on super rare Celebi and take part in the championships. What a tour it was!

Trailing the length of the country and stopping off at stores in Bristol, Oldbury (Birmingham), Leeds, Dundee and finally Brent Cross in London, the Pokémon Celebi Tour definitely featured as the summer's highlight for many Pokémon fans.

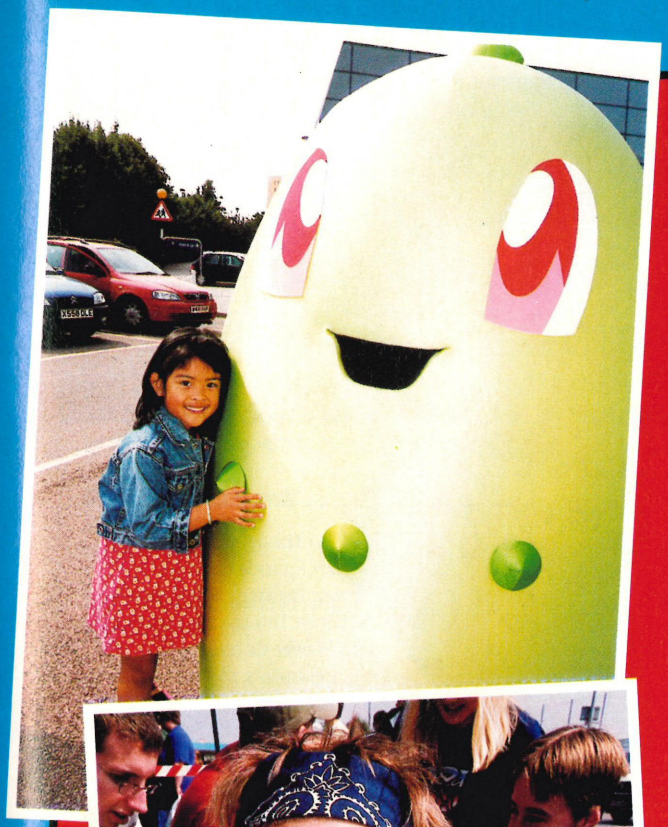
With free Celebi downloads to add to your Pokédex, arcade style game hall playing Pokémon Stadium 2, Pokémon face painting, life size Pokémon characters and the chance to compete in the championships, Pokémon fans couldn't wish for more. Except perhaps a copy of the forthcoming Pokémon Crystal on Game Boy Color.

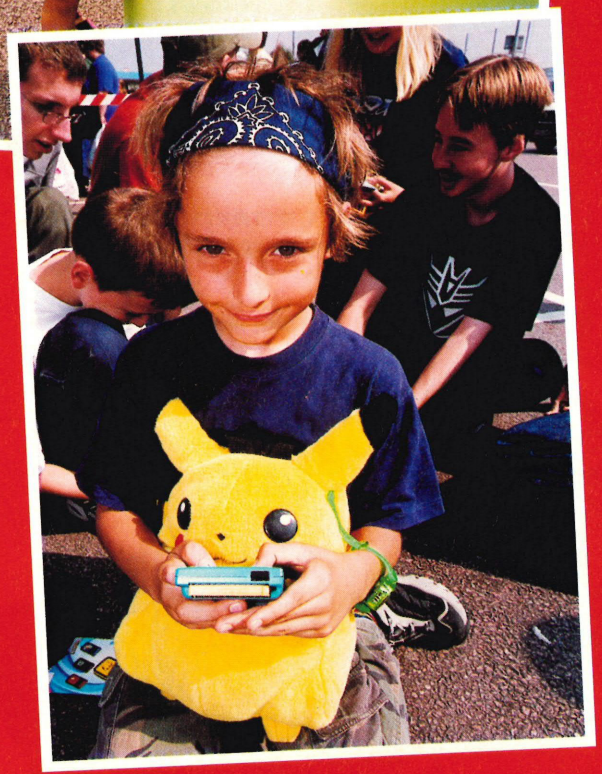
Each venue hosted a championship for which 64 fans competed furiously and tirelessly for the daily prize of a special edition Pikachu N64 and a trophy. The following entered the hall of fame as Pokémon Stadium 2 champions: Sam Answorth (Bristol), Chris Ogbeide (Oldbury), Mike Hooton (Leeds), Gino Rondelli (Dundee) and Andrew Woodbridge (Brent Cross, London), so big up to you guys if you're reading this now.

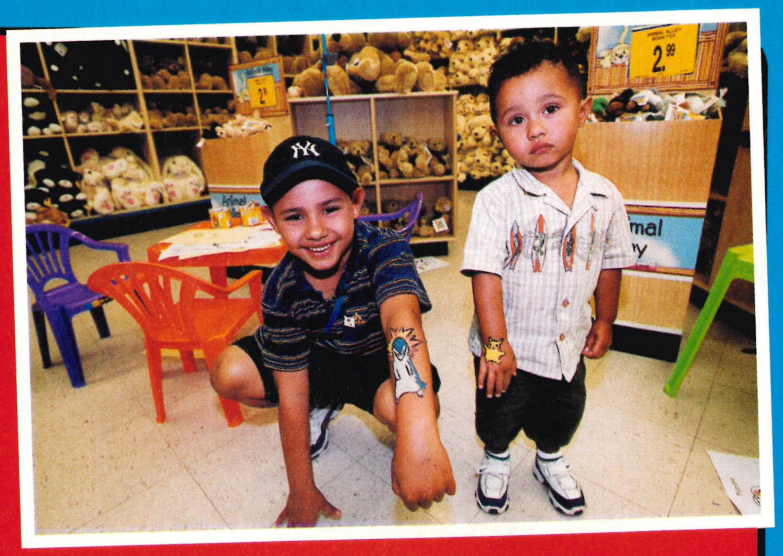
▲ The crowd go wild
Emotions were running high at Toys R Us stores around the country as the crowd screamed and cheered another close Pokémon duel.

▲ And the Brent Cross winner is...
You turned up in your droves at each event, but no one could stand in the way of Andrew Woodbridge who walked away with first prize at the final Pokémon Celebi Tour event in London. After some tense battling, Andrew ended up victorious and won a limited edition Pikachu N64 and a smart trophy to put on his mantelpiece. The hours of dedicated training certainly helped out Andrew. Well done!

◀ Face painting antics
In addition to the excitement at the championships, Pikachu even came to life at the 2001 Celebi Tour.







▲ Pokémon power
In addition to the fierce Pokémon battles down on the Celebi Tour Truck, there was more fun to be had in the Toys R Us stores. These young chaps even managed to get some smart Pokémon tattoos. Just check out Cyndaquil and Pikachu, don't they look great?

◀ Pokémon walkabout
You loved the life size Pokémon who were on show at the Celebi Tour events. From Chikorita to Elekid, you just couldn't get enough of meeting your favourite creatures from the worlds of Johto and Kanto. They were so big, most Poké nuts couldn't get their arms around them!

▲ Girl power
Don't worry Mum, the tattoos aren't real! From Celebi to Ninetales, everyone had their favourite monster.

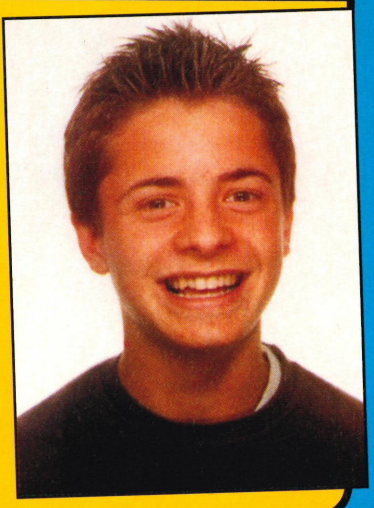
▲ Close but no cigar
Jamie Leach was the unlucky Pokémaniac who finished in second place at the Brent Cross event.

▲ Battle stations
Even before the championship started, some Trainers even had a last minute fight to try and perfect their skills before the final showdown.

▼ On the road
Adorned with a giant Lugia and Ho-oh, the Nintendo Celebi Tour Truck looked awesome as it criss crossed the country from London to Scotland.

The big prize

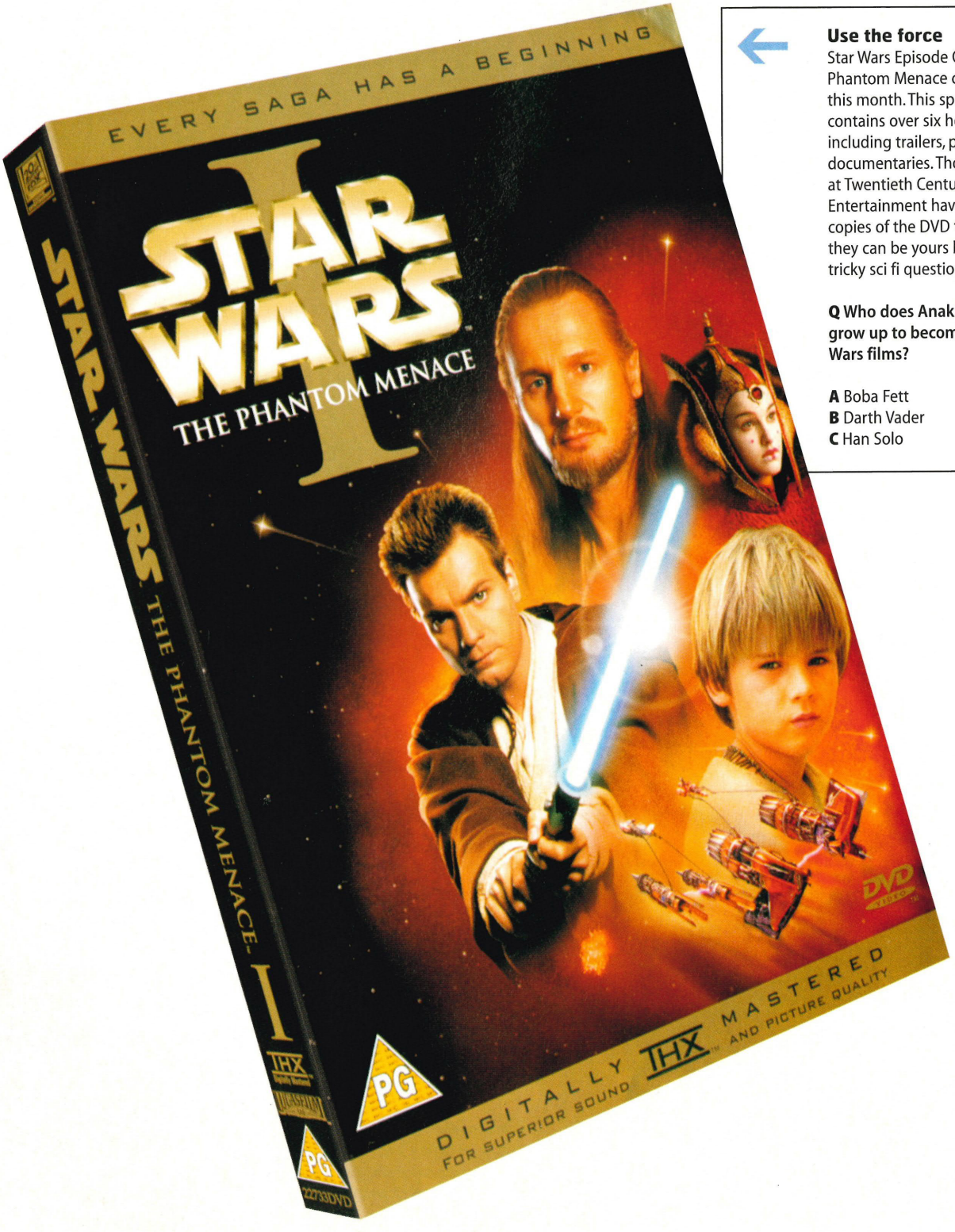
Those who were lucky enough to make it through to the Pokémon Championships received a Celebi cartridge to distribute to their mates before returning it to Nintendo. There was a chance to win a whopping £2510 to spend at Toys R Us, plus a bag of swag from the Pokémon Centre in Japan. And we can now announce that the winner was, drum roll please, Chris Payne from Poole in Dorset.



▶ Congratulations!
Our hats go off to Chris Payne from Poole who walked away with loads of money to spend and Pokémon prizes.

BLAG FEST

The force is strong in this month's Blag Fest as Star Wars Episode One comes to DVD. We've also got some excellent Sonneti jackets and how could we forget Pokémon 3.



Use the force

Star Wars Episode One: The Phantom Menace comes to DVD this month. This special two disc set contains over six hours of footage including trailers, photos and documentaries. Those fantastic folk at Twentieth Century Fox Home Entertainment have given us five copies of the DVD to dish out, and they can be yours by answering this tricky sci fi question.

Q Who does Anakin Skywalker grow up to become in the Star Wars films?

A Boba Fett
B Darth Vader
C Han Solo

Denim delight

Sonneti, the British street wear label and Nintendo Official Magazine have teamed up to give you the opportunity to get your hands on one of these fantastic dirty denim jackets with lots of attitude! And warn your Mums, the dirt doesn't come off! The jackets come in four sizes, small (age 10), medium (12), large (14) and extra large (16). Thanks to Sonneti we've got five jackets to giveaway, one small, large and extra large and two mediums. You can be in with a chance of winning one just by answering this question.

Remember to put your jacket size on your competition entry!

Q What natural material is denim made from?

A Cotton
B Silk
C Wool

And if you want to know more about Sonneti clothes, simply log on at www.sonneti.com

Sonneti:

Into the Unknown

Pokémon 3: Spell of the Unknown is out in the shops now and sees Ash, Misty and the crew go in search of the mysterious Unown. Thanks to Warner Home Video, we've got five copies of the movie to giveaway on video if you can answer this perplexing Pokémon question.

Q What is the name of the young orphan who Ash tries to rescue in Pokémon 3?

A Molly
B Dolly
C Polly

How to win ▶

1 Write your answer on a postcard or the back of a sealed down envelope.
2 On one side, write the answer to the compo, your name, age and home address.
3 On the other side, mark it with the compo name and our address: Nintendo Official Magazine, EMAP Active, Angel House, 338-346 Goswell Road, London, EC1V 7QP.
4 Lick a stamp, stick it on your entry and post it.
The closing date for all competitions is 8 November, 2001.

Nintendo News

✓ We promise to bring you the best info on GameCube, GBA and all Nintendo News. We tell you the news before anyone and all our stories are guaranteed 100% correct by Nintendo.

GAMECUBE

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Driven p80
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Shaun Palmer's Pro Snowboarder p83
Tekken Advance p81
Tetris Worlds p75
Wario Land 4 p81
WWF Road To Wrestlemania p75

Resident

● All Resident Evil games exclusive to GameCube

Game Info

By: **Capcom**
Type: **Adventure**
Release: **2002**

The video game world was rocked to the core by Capcom's shock announcement on its beloved Resident Evil series of games, and it's nothing but good news for Nintendo gamers.

From now on, if you're a fan of Resident Evil, you'll have to buy a GameCube because the zombie chomping games are going to be exclusive to Nintendo's new console. No other machine will offer you the exceptional gameplay and sheer brown trousered excitement of a Resident Evil game. It's monumental stuff, and it gets even better.

Capcom are also committed to bringing no less than six Resident Evil games to Nintendo's wonder console. The first game heading to GameCube is a remake of the very first Resident Evil game, but with two very vital difference: mind blowing graphics, and improved control.

The game is slated for a March release in Japan, so it should be in the shops over here no later than Christmas 2002. There will also follow Resident Evil 2, 3 and Code Veronica, plus brand new Resident Evil games in the guise of Resident Evil Zero, which is set before the first quest, and Resident Evil 4, which is a brand spanking new game. Feast upon these shots from Resident Evil, and remember where the good stuffs at.

▲ Freeze punk! You'll have to pop those zombies with rounds of lead before the drop.
▶ Who said GameCube is going to be for kids? Older gamers are going to be able to enjoy some truly dazzling macabre effects when Resident Evil eventually arrive next year.

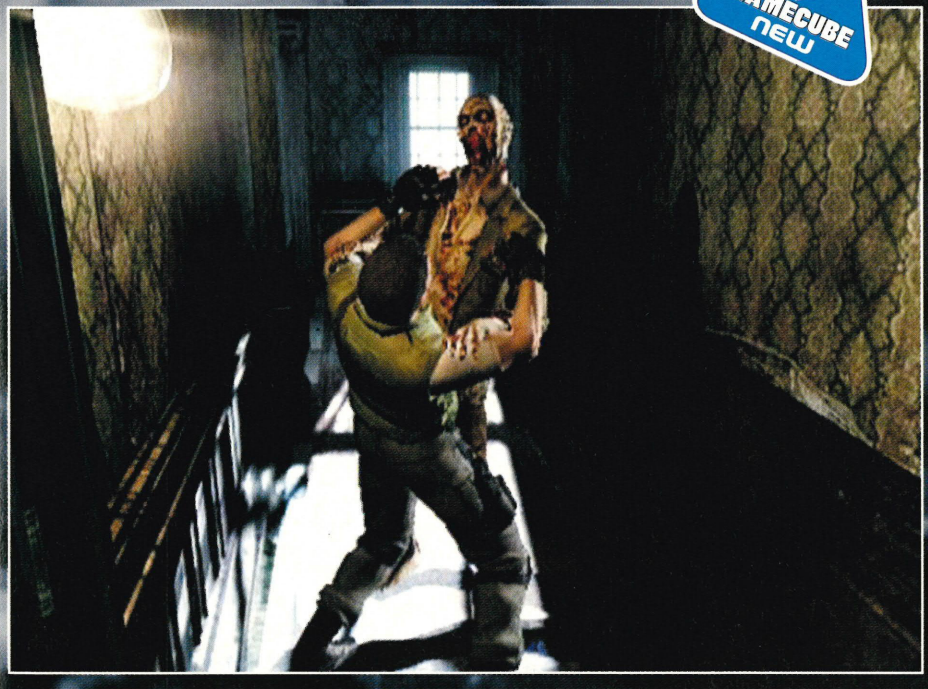
Evil

● Amazing announcement from Capcom

GAMECUBE new

▼ The lighting effects are amazing.

▼ Pack a spare pair of pants because the zombie are coming.



▲ The mansion is packed with sheer terrifying moments.

We think...

We are wetting our pants in zombie killing anticipation! We're counting the days until we can buckshot some mutant butt, and so should you because these will make it worth buying a 'Cube.

CRAZY TAXI™

● US launch title ● Pumping soundtrack ● Over the top gameplay

Game Info

By: **Acclaim**
Type: **Driving**
Release: **2002**

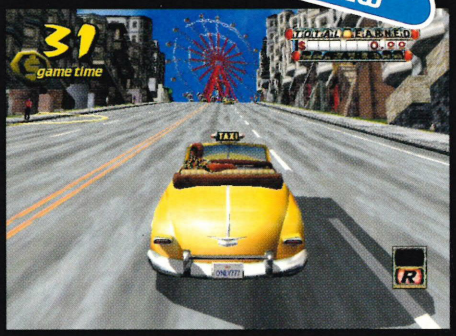
GAMECUBE new

Driving games don't come much crazier than the awesome Crazy Taxi, and soon GameCube will have its own take on the mental cabbie driving game. And amazingly it gives the much maligned British mini cab driver a very good name.

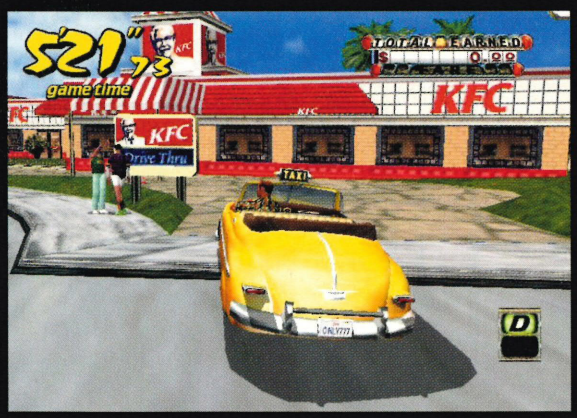
Crazy Taxi first appeared on Sega's now defunct Dreamcast console and was regarded as one of the most original and downright fun titles to grace the doomed machine. The GameCube title features two massive cities that allow you to roam anywhere, with the aim of the game picking up punters and transporting them from A to B in the shortest possible time. Your success will be determined by a fat wallet full of fares, and a string of shaken up customers who arrive at their destination.

There's a choice of four cabbies, all of whom have their own distinctive driving style and attitude. Needless to say the Highway Code goes out of the window, and anything a cab can drive on becomes fair game while passenger comfort is gauged on whether they survive the journey.

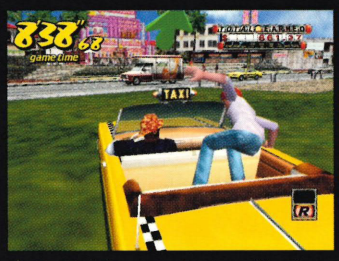
Mini games also play a central part in Crazy Taxi, with nine games on hand to test your driving skills to the limit. With a rocking soundtrack featuring the likes of The Offspring, you'll no doubt want to keep the gas pedal jammed to the floor as you scream round the streets.



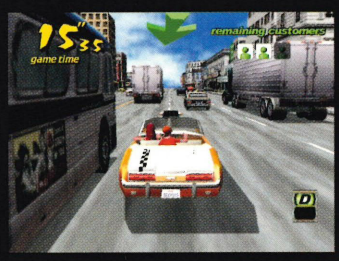
▲ There's no doubt that Crazy Taxi is a great looking game.

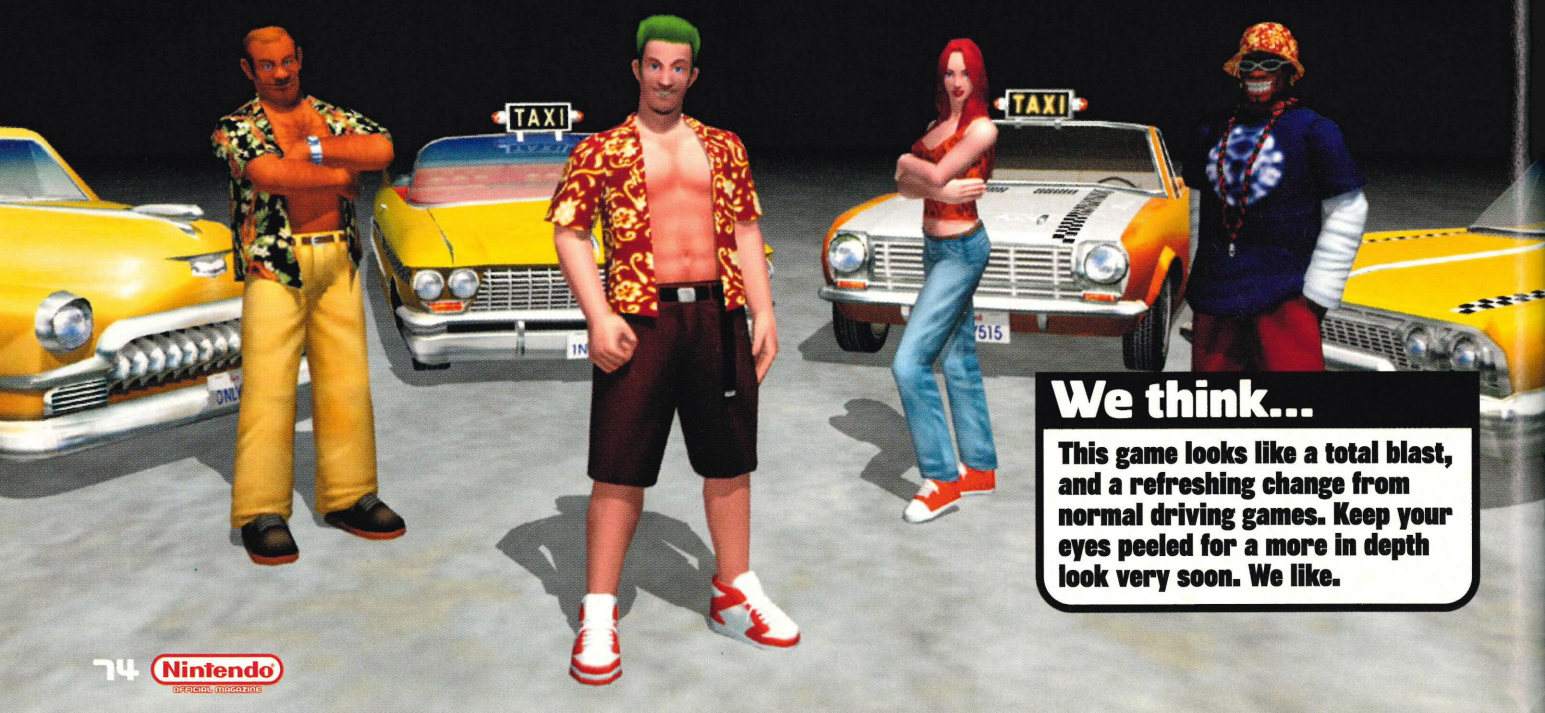


▲ What a subtle bit of product placement. All of a sudden we're very hungry.
◀ No matter how hard you try, it's impossible to hit any of the pedestrians, but nevertheless it's good fun trying.
▶ It's a non stop dash to the next customer. Better get motoring driver!



▲ Oi! Mind the seats, they're real leather.





We think...

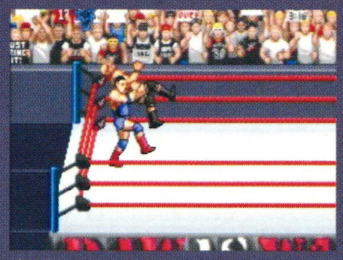
This game looks like a total blast, and a refreshing change from normal driving games. Keep your eyes peeled for a more in depth look very soon. We like.

Game Info

By: **THQ**
Type: **Wrestling**
Release: **November**

GB ADVANCE NEW

WWF Road to Wrestlemania



▲ The wrestlers look very impressive. Handheld grappling has never looked better.

● Grappling on a GBA ● Tons of stars

Soon you'll be able to hold the likes of The Rock and Stone Cold Steve Austin in the palm of your hands, and get them to do whatever you want.

We're of course referring to the imminent arrival of WWF Road to Wrestlemania on Game Boy Advance. Due out in time for Christmas, this riotous wrestling fest is set to send the heartbeats of grapple fans racing nationwide.

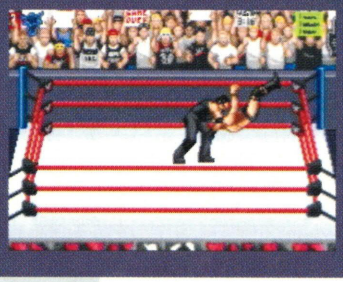
The game features 24 of the biggest WWF superstars, from Triple H to the Dudley Boyz, all on hand to layeth the smackdown on the masses of game modes on offer.

There are seven game styles on offer from Season, Gauntlet, Exhibition, King of the Ring, Ironman, Royal Rumble and Pay Per View. Within them are five match types ranging from Single Match to Tag Team and Triple Threat to Cage. All in all, it's a mountain of grappling for even the most hardcore fans.

But as WWF nuts know, the real fun starts when you fight your mates. Thankfully, the game will include a number of multiplayer modes, but at time of going to press they were being finalised.

▶ We'll be reviewing the game next issue, so don't forget to buy NOM.

▲ Some of the biggest WWF stars are in the game. Who will you choose?
◀ Steve Austin's getting a pasting.



We think...

If the makers of this can get the game anywhere near the sublime gameplay levels of WWF No Mercy then there could be ecstatic fans the world over.

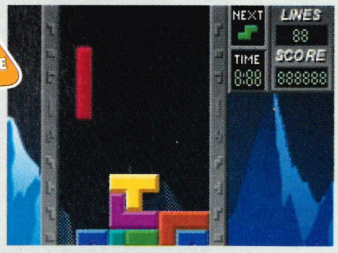
Tetris Worlds

GB ADVANCE UPDATE

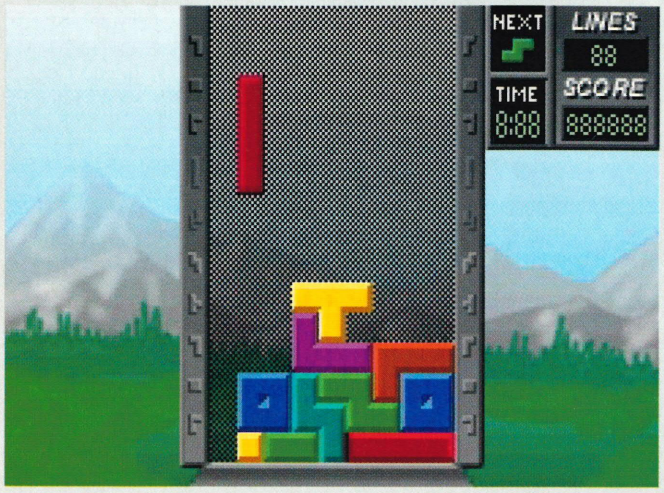
It's the game series that refuses to go away, and which remains one of the greatest puzzle games ever created.

Now it's coming to GB Advance, offering the same top notch gameplay and ease of playing that made it the legend it is today.

On hand will be seven different variations of Tetris, each of which takes place on a different planet where the rules of the game vary. Plus there is a planned multiplayer mode for link up puzzle fun.



▲ Tetris is still as fun today as it was when it appeared on the Game Boy Classic. But now it's got added GB Advance goodness.
▼ Starters for ten, no conferring. Where would you place the long red block? I'm sorry, I'm going to have to rush you.



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Simpsons Road Rage

● High speed capers ● Simpsons humour ● Loads of Simpsons stars

Game Info

By: **Electronic Arts**
Type: **Driving**
Release: **TBC**

GAMECUBE NEW

Everyone's favourite stupid American family are preparing to head to GameCube, with the makers promising all their trademark wit and humour.

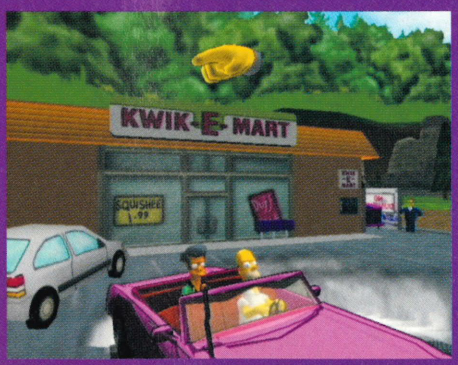
Simpsons Road Rage is, as the name suggests, a driving game, but don't expect anything too serious, because this is unlike any other racing game you are going to play on GameCube.

Staring over 25 characters from the Simpsons' universe, the game sees Mr Burns up to his tight fisted old tricks when he buys the Springfield Transit Corporation and hikes up the fares.

The residents of Springfield are outraged, and the game features their hilarious attempts to beat the town's gridlock and make enough money to buy back the Springfield Transit Corporation by working as unofficial taxi cabs.

▲ These two rogues will try any dirty tricks just to get the upper hand. With 25 characters in the game, fans will love it.

▼ In two player, you can steal passengers during a journey.



◀ In Sunday Driving you can pick up the locals and take a spin around the city at your own speed.

We think...

A ker-razy sounding game, which should be a top laugh if they can manage to capture all the TV series' humour and bring Springfield to life. Road Rage could well be a racing winner.

NHL Hitz 2002

GAMECUBE NEW

Prepare for a mullet haired invasion because NHL Hitz 2002 is GameCube bound.

Midway's sports game is an arcade style ice hockey game that aims to capture all the speed, excitement and sheer aggression of the sport, all wrapped up in tip top next generation graphics.

One feature to look forward to is the On Fire mode, where players catch alight and become unstoppable, plus there's a wealth of real NHL stars.

▶ NFL Blitz may never have seen the light of day in the UK, but NHL Hitz should provide plenty of over the top arcade thrills.

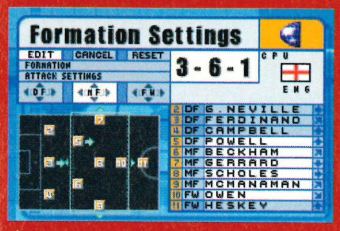
ISS GBA

Game Info

By: **Konami**
Type: **Football**
Release: **November**

GB ADVANCE NEW

● Top graphics ● Loads of teams ● Link up action



▲ See if you can slay the Germans 5-1 again by choosing the right squad.
▼ You can play in stadiums from around the world and select the weather conditions.

To many the ISS series of footy titles are the definitive video game kickabout experience, offering gameplay that's as near to the real thing as is humanly possible.

And now the ISS experience is coming to GBA with, the makers promise, all the flexibility and gameplay of previous ISS games. The game will feature 44 international teams, and the option to play a one off exhibition match or take part in a tournament. You can even try your hand at a fraught penalty shoot out, but just don't pick England.

Other things to look forward to are a two player link option, full control of your team's formation and tactics, plus unlike previous ISS games all the players have correct names.

▲ Consign England's penalty shoot out nightmares to the history books by blasting the Three Lions to victory.
◀ Steven Gerrard's Total Soccer 2002 wasn't great, but ISS is shaping up to give the GBA a decent footy game.

We think...

We love ISS here at NOM, and we hope as we've never hoped before that it will be the last word in portable football. Expect a full review next month.

TopTones....

Steps • Chain Reaction	61193	Kylie • Cant get you outa my head	61175
Victoria • Not such an innocent girl	61170	DJ Otzi • Hey Baby	61220
Bob the Builder • Mambo no 5	60047	Travis • Side	61184
City High • What would you do?	61198	Michael Jackson • You rock my world	61197
Jean Jacques Smoothie • 2 people	61214	Shaggy • Luv me, luv me	61166

Pop Tones

61174	Samantha Mumba	*Baby come on over*	61194	Alien Ant Farm	*Smooth Criminal*
61211	Uncle Kracker	*Follow me*	61167	Louise	*Stuck in the middle with you*
61091	Nelly Futardo	*Turn off the light*	61150	Sophie Ellis Bextor	*Take me home*
61201	Girls at Play	*Respectable*	61164	Emma Bunton	*Take my breath away*
61004	Pink, Mya etc	*Lady Marmalade*	61090	Jamiroquai	*Little L*
61027	Robbie Williams	*Eternity*	61053	Atomic Kitten	*Eternal Flame*
61192	Robbie Williams	*Road to Mandalay*	60128	Gorillaz	*Clint Eastwood*
60194	Geri Halliwell	*It's raining men*	60185	Shaggy	*Angel*
60043	Limp Bizkit	*Rollin*	60076	Shaggy	*It wasn't me*
60200	S Club 7	*Don't stop movin'*	61183	Stereophonics	*Step on my size 9's*
60163	Wheatus	*Teenage Dirtbag*	60287	OPM	*Heaven is a halfpipe*

Dance

61146	Superman Lovers	*Star Light*
61177	Basement Jaxx	*Just One Kiss*
61171	Artful Dodger, Mel Blatt	*24, 7*
61187	Chemical Bros.	*It began in Afrika*
61189	Faithless	*Muhammed Ali*
61074	So Solid Crew	*21 seconds*
61005	Pied Piper	*Do you really like it*
61072	Ian Van Dahl	*Castles in the sky*
60020	Darude	*Sand Storm*
61070	Roger Sanchez	*Another Chance*
61055	Misteeq	*All I want*
61014	Big Brother	*Theme Tune*

R'n'B

61181	Mary J Blige	*Family Affair*
61064	Eve	*Let me blow your mind*
61191	Ludacris, Nate Dog	*Area Code*
61043	D 12	*Purple Hills*
61050	Wyclef Jean	*Perfect Gentleman*
61203	Jay Z	*Izzo Hova*
61037	Destinys Child	*Bootylicious*
61003	Brandy	*Another day in paradise*
61016	Usher	*You Remind Me*
60024	Destinys Child	*Independent women*
60179	Missy Elliot	*Get your Freak on*
60034	Eminem	*Stan*

BOYBANDS

61172	Blue	Too Close
61078	Five	Let's Dance
61144	O Town	All or Nothing
61068	N*Sync	POP
60274	Blue	All Rise
60162	Westlife	Uptown Girl
61186	Westlife	When you're looking like that

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Broken Sword
Shadow of the Templars

Game Info
By: **Bam!**
Type: **Adventure**
Release: **Early 2002**
GB ADVANCE NEW

● Engrossing story ● Incredible graphics ● Testing puzzles

Before you ask, these are screenshots for a Game Boy Advance game. No, really, they are.

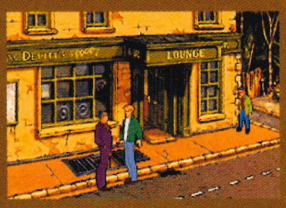
The title in question is Broken Sword. The name may ring a bell if you've ever been into PC games because it was a massive smash for the grey box boys years ago before going on to wow the Sony crowd.

Now it's ready to bowl over Game Boy Advance owners, and if you're into mind bending puzzles, beautiful graphics and the kind of game that requires you to talk to hundreds of characters, then Broken Sword will be right up your street when it arrives next year.

The game follows the adventures of George Stobartt, an American tourist travelling around Europe who witnesses a bomb attack on a French café. He decides to investigate the attack himself, taking him all over Europe on the look out for clues, involving him in something much bigger than the bombing that started his investigation.

▲ The game is full of cunning puzzles that will need a lot of brain work to figure out.

▲ We're not sure what's going on here, but it does look like George is puking out of the train's window. Charming.



◀ Is there a clue inside the pub? Only one way to find out, in we go...

▶ The graphics are nothing short of breathtaking. We like the look of this a lot.

We think...

The amazing graphics speak for themselves, and from what we've heard the plot has more twists and turns than a roller coaster ride. Broken Sword should offer an adventure for gamers who like a heavy dollop of puzzles.

Phalanx

Side scrolling space blaster ahoy! Phalanx is nearly on hand to inject some classic reaction testing gameplay into the gaming diets of GBA owners.

The blaster sees players in control of a kick ass A-144 Phalanx space fighter that has been sent to investigate the planet Delia, a distant world that has abruptly broken contact with the rest of the galaxy.

There's alien butt to stomp along the way, but seeing the pilot of the Phalanx has reactions 33 times faster than a human it should be a breeze.

▲ The aliens will throw everything they have at you, so you'll need reactions of a cat and nerves of steel.

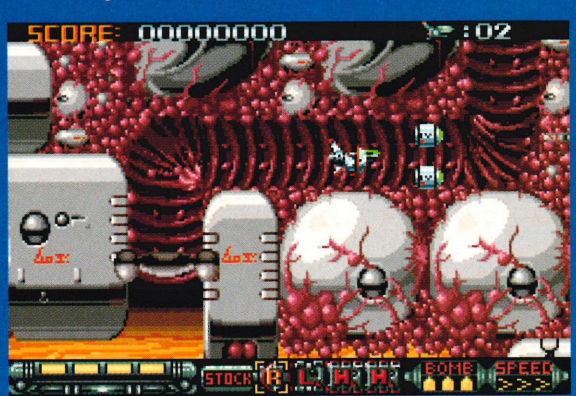
▼ The game looks like a cross between R-Type DX on Game Boy Color and Gradius, which isn't a bad thing at all.

GB ADVANCE NEW

▲ To be the best at this game you will have to work hard to upgrade your fighter's weapon system, otherwise you'll be space toast in no time.

▼ From the brief playtest we had the game seems to have a good variety of levels and great attention to detail. Stand by for the review next month.

▼ The action can get very hectic with a lot happening on the screen at the same time.



NOKIA -Ringtones & Graphics MOTOROLA & SAGEM -Ringtones Only

RINGTONES & GRAPHICS

TOP RINGTONES

	Ref:	NOK.	MOT.	SAG.
1. STAN	105859	✓	✓	✓
2. NEXT EPISODE	138444	✓	✓	✓
3. SAY MY NAME	102937	✓	✓	✓
4. YOU MAKE ME SICK	118263	✓		
5. I WANNA BE YOU	143149	✓		✓

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23015	DR DRE 25073	blink182 25194	PLACEBO 25076	STAR WARS 29004	NIRVANA 25062	No Network OUT OF SERVICE 32139	KANGOL 21078	35003	34004	23066
FIVE 25085	Spice Girls 25086	Spice Girls 25087	Madonna 25089	Ying Yang 32068	29025	23021	BUG TRUE TRUE. 21074	35001	ZIPPY! 29091	36098
THE Verve 25120	M3 22042	TECHNO 25123	I ♥ EMINEM 25124	STAR WARS 29004	cool as fcuk 32175	23095	21045	35000	WEAKEST 29060	#1 Hear Say 25135

TOP DOWNLOADS

49403	Hey Baby	DJ OTZI
49335	Mambo No. 5	BOB THE BUILDER
49288	Superman Lovers	STARLIGHT
48062	Set You Free	NTRANCE
49323	Baby Come on Over	SAMANTHA MUMBA
49359	Follow Me	UNCLE KRACKER
49316	Too Close	BLUE
49320	It Began in Africa	CHEMICAL BROS
49270	Lets Dance	FIVE
49313	Stuck in the Middle	LOUISE
49253	Let me Blow ya Mind	EVE FT GWEN STEF..
49405	Things that go Bump..	ALLSTARS
49319	Twenty Four Seven	ARTFUL DODG...
49269	Take Me Home	SOPHIE ELLIS BEX..
49278	Turn off the Light	NELLY FURTADO
49263	21 Seconds	SO SOLID CREW
49321	Hunter	DIDO
49406	On the Move	BARTHEZZ
49322	Let Robeson Sing	MANIC STREET PRE..
48060	Its Been A While	STAINED
49368	Respectable	GIRLS AT PLAY
49369	Chain Reaction	STEPS
49370	Ya Mamma	FATBOY SLIM
49371	Course Bruv	GENIUS CREW
49372	Thinking it Over	LIBERTY
49373	You're My Mate	RIGHT SAID FRED
49374	Bump in the Night	ALLSTARS
49375	Never Too Far	MARIAH CAREY
49376	I'm Already There	LONESTAR
49377	Rings Around the...	SUPER FURRY...
48378	Ex Boyfriend	LISA ROXANNE
49360	Skydive	FREEFALL
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49363	2 People	JEAN JACQUES...
49364	Candy	ASH
49365	Nite and Fog	MERCURY REV
49366	You Rock my World	MICHAEL JACKS...
49367	F.E.A.R	IAN BROWN
49356	Summer Jam	THE UD PROJECT
49339	Jus 1 Kiss	BASEMENT JAXX
49340	Family Affair	MARY J BLIGE
49341	Finally	KINGS OF TOMO...
49342	Area Codes	LUNDAINS/ NATE
49343	Batter Up	NELL Y/ST LUNATI..
49344	Alcoholic	STAR SAILOR
49345	Step on my Old Size...	STEREOPHONICS
49334	When you're Looking	WESTLIFE
49337	It's Over	KURUPT
49338	One Step Closer	LINKIN PARK
49316	Too Close	BLUE
49317	Bliss	MUSE
49320	It Began in Africa	CHEMICAL BROS
49322	Let Robeson Sing	MANIC ST PREA...
49323	Baby Come on Over	SAMANTHA MUM..
49324	The Virus	MUTINY
49325	Side	TRAVIS
49326	Body Rock	TYMES 4
49281	Hidden Place	BJORK
49282	Oh Yeah	FOXY BROWN
49283	All the Way to Reno	R.E.M
49285	Miss California	DANTE THOMAS
49286	Nothing Without Me	MAN CHILD
49288	Hide U	KOSHEEN

POPULAR CHOICE

4109	God Save The Queen	
4124	Flower Of Scotland	
4115	Irish Theme	
4130	Welsh National Anthem	
42003	Smurfs	
42007	Pink Panther	
42015	Flintstones	
45000	Eye Of The Tiger	
45001	Austin Powers	
45004	Indiana Jones	
45007	Pretty Woman	
45008	Stars Wars	
45046	Titanic	
45065	Winnie The Pooh	
45069	Pokemon	
46013	We Are The Champions	
47009	Dancing Queen	
47010	Gimme	
47041	Can Can	
47070	Dam Busters	
47073	Wake Me Up Before U..	
47076	Bloody Sunday	
47086	Johnny B Good	
47130	Baggy Trousers	
47137	The Final Countdown	
47141	Fame	
47151	Every Breath You Take	
47161	Blame It On The Boogie	
47178	Unchained Melody	
47206	Summer Of 69	
47311	Hotel California	
45035	Simpsons	
54040	Buffy	
55001	Mustang Sally	

ALL TIME FAVES

45000	Eye of the Tiger	SURVIVOR
45002	AxelF	BEV. HILLS COP
48005	The Real Slim Shady	EMINEM
48006	The Way I Am	EMINEM
48020	Let me Entertain you	ROBBIE
49013	Stan	EMINEM
49048	Dancing ... Moonlight	TOPLOADER
49085	It Wasn't Me	SHAGGY
49134	What Took U So ...	EMMA BUNTON
49078	What it Feels Like ...	MADONNA
49046	Uptown Girl	WESTLIFE
49092	If u Wanna (Salsoul)	M & S
49163	Walking Away	CRAIG DAVID
49068	Feels So Good	MELANIE B
49137	Who's That Girl	EVE
49107	Survivor	DESTINYS CH..

GOLDEN OLDIES

53024	Smoke on the Water	DEEP PURPLE
53036	Stairway to Heaven	LED ZEPELLIN
47204	Fernando	ABBA
47009	Dancing Queen	ABBA
47010	Gimme Gimme	ABBA
47011	Hard Days Night	THE BEATLES
47013	Money Money	ABBA
47014	Thankyou 4 the Music	ABBA
47015	Waterloo	ABBA
47022	Hey Jude	THE BEATLES
47023	I Wanna Hold ... Hand	THE BEATLES
47024	Let it Be	THE BEATLES
47025	Love Me Do	THE BEATLES

CARTOON

42002	Scooby Doo
42003	Smurfs
42008	Yankee Doodle
42009	X Men
42017	Rainbow
45068	Winnie the Pooh
45069	Pokemon
54021	Sesame Street
54022	Simpsons
54062	Magic Roundabout

FILM / TV

45006	Mission Impossible
45007	Pretty Woman
45045	Star Wars
47005	Great Escape
47141	Fame
49229	Big Brother
54014	Friends
54040	Buffy
54088	Survivor

PARTY

47007	YMCA
47041	The Can-Can
47044	Let's Twist Again
50002	Agadoo
50010	Itsy Bitsy
52061	The Birdy Song
47161	Blame it on the Boo..
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Ecks Vs. Sever

Game Info

By: **Bam!**
Type: **Shoot 'em up**
Release: **November**

GB ADVANCE new

● **Realistic weapons** ● **In depth story** ● **Multiplayer modes**

This month we brought you the review of BackTrack, the first GBA first person shooter, and now here's news on another that's in development, Ecks Vs. Sever.

This cool looking GBA corridor blaster revolves around a high level conspiracy in the United States government. Players have to choose either FBI Agent Ecks or NSA Agent Sever and hunt down the source of the government wrong doing.

This starts a virtual non stop shootathon of a game, and an adventure that aims to provide a decent story line to compliment the intense gun toting gameplay on offer.

The one player mode features 14 missions, spanning warehouses and government buildings. The weapons on offer are all based on real guns and the game will come with four multiplayer games.

▲ The game is littered with these metal doors. In order to pass through them you have to shoot them first.

◀ The action comes thick and fast, so remember the first rule of combat and trust no one, especially if they have a gun.
▶ A semi automatic machine gun will make short work of these goons, time to let loose with some lead.

▲ They keep telling us the Game Boy Advance can't do 3D. Well this is pretty close to the real deal, don't you think?

▲ The Jack Hammer gun is a serious bit of kit that can fell a stampede of elephants. Well, maybe.

We think...

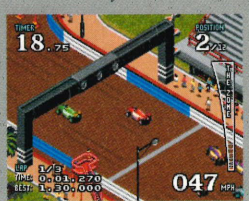
This looks like it's firing from the hip with a decent story line and a steady procession of gun wielding enemies to test your sharp shooting GBA skills.

Driven

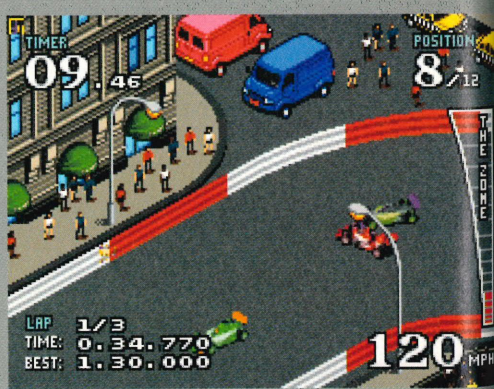
Driven is based on the movie of the same name staring Sly Stallone, in which he plays a veteran racing car driver who comes to the rescue of Team Spirit, a struggling race team.

Driven features some seriously meaty motors and a unique Zone feature, where cars that have been driven well for a certain amount of time gain extra performance and handling. In addition there are multiple race options, including a four player mode and some truly spectacular crashes.

GB ADVANCE new



▲ The race tracks look top drawer, with heaps of detail, and some testing tracks.
▶ The crowds were drawn by the horrible sound of crunching metal. Sickos.



▲ To be the best you have to get into the 'Zone', only then can you start motoring.

▲ The cars in Driven are very much like F1 motors, so you know they'll be dead fast.

▲ If you push your car too far then you'll pay the ultimate price and crash.

▲ If you stick behind another car you'll benefit from their slipstream.

▼ The game engine uses clever tricks to make you believe that you're playing a 3–D fighter. It looks amazing.

▼ Nine of the original Tekken characters have made it onto GBA, and there's bound to be a hidden fighter or two.

Tekken Advance

● Tekken all stars ● Fast fighting ● Special moves

Game Info

By: **Namco**
Type: **Beat 'em up**
Release: **TBC**

GB ADVANCE UPDATE

When it comes to beat 'em, ups the Tekken series is rightly considered the Royal Family of scrappers.

With arguably the fastest and most flexible fighting style of any video game bruiser, they're seen as a definite cut above the rest. And it seems GBA owners will be able to make their own minds up with the news that Namco are bringing a version of Tekken 3 to GBA.

NOM was lucky enough to see it in action at last month's Spaceworld show, and can report that it's a stunning recreation of the arcade smash. The game features nine playable characters, with rumours of more hidden in the game. The Tag mode is also being brought to the GBA version, and the game will support a two player link up option.

▲ Law scores a knockout blow on Nina. Serves her right for accusing him of fighting in pyjamas.

We think...

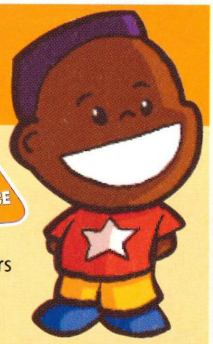
This ranks among the biggest GBA releases so far. If the gameplay matches the visuals then we've got a definite classic in the making.

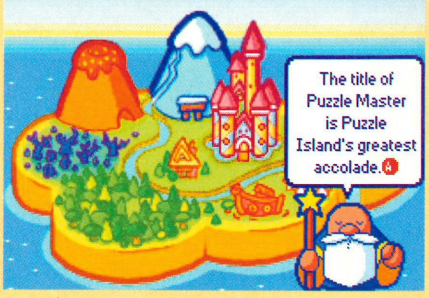
Denki Blocks

A couple of months ago we brought you the first shots of the puzzle game Denki Blocks. Now we've got some fresh screens, and new details to spill the beans on.

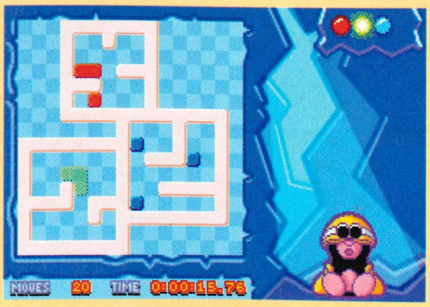
GB ADVANCE UPDATE

The object of the game is to move coloured blocks around a grid to make certain shapes. Sounds easy, but the blocks all move together, so players have to use non moving pillars, and the edges of the grid to stop certain blocks from moving, making Denki Blocks a testing and challenging puzzler.





▲ This beardy weirdy will be your guide as you attempt to attain the coveted title of Puzzle Master.



▲ Denki Blocks is one of the more original puzzlers coming to GBA. It'll make you tear your hair out.

Fast News

● Advance Wars cancelled

Bad news we're afraid, the highly anticipated game Advance Wars has been indefinitely cancelled in response to the tragic bombings in the USA last month.
News came too late for us to pull our review, so our apologies if you've read the review and ran out to buy the game. We will of course be the first to let you know if and when the game goes on sale.

● Power Puff is go!

Those butt kicking Powerpuff Girls are headed for your GBA. Blossom, Buttercup and Bubbles are set to star in Mojo Jojo A Go Go, due for release this Christmas. Mojo Jojo has stolen the city's jewels and is using them to power a wave of cybernetic soldiers. Battling through seven different levels you must stop the evil monkey and save the city. Let's hope it's better than the GBC Powerpuff games.

● Witch set to cast spell on GBC

Proving that there's life left in the GBC, Wendy: Every Witch Way plans to charm you with her platforming ways. Set over four standard levels, with four extra Flying Broom levels, Wendy must use her powers to defeat the enemies and confront the end of game boss. With her witchy ways, Wendy will also be able to reverse gravity and walk on the ceilings. Mad.

● US gets clubbed with 'Cube

American gamers hungry for a taste of GameCube were treated to gaming heaven recently after a number of 'Cube Club' events took the country by storm. There were three events, in Chicago, Atlanta and Los Angeles. Gamers were able to get their mitts on the amazing new console while being treated to pumping music and flashing disco lights. We hope that events like this will make it here. Keep those fingers crossed.

● Nintendoids rejoice as X-Box stalls

The US launch of GameCube received a boost as Microsoft put back X–Box's release date. The X-Box will now go on sale in the States on November 15, just three days before Nintendo launch the GameCube there. The delay puts Nintendo right back in the thick of things and, if X-Box supplies fall short, could bring much higher demand for the Cube.

Wario Land 4

● New for GBA ● All new features ● Top graphics

Game Info

By: **Nintendo**
Type: **Platformer**
Release: **November**

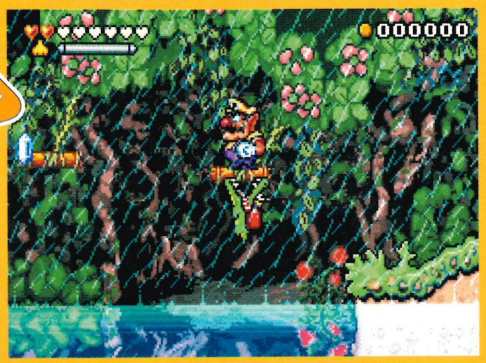
GB ADVANCE new

Next month we should have a full review off the highly anticipated platformer, Wario Land 4.

Nintendo's Mr Grumpy is all set to bring his bad tempered brand of gameplay to GBA, and it's shaping up to be a great looking game. Wario's starred in a few Game Boy titles over the years, but there's a major change to his previous outings in that Wario is no longer invincible and can now die. That'll put him in a good mood.

Wario's on the lookout for a huge golden pyramid, but before he can get his greedy mitts on the pyramid he's first got to work through over 20 levels of gruelling platform action full of characters new and old to the Wario Land series of games. As before, Wario receives new powers from the enemies he defeats along the way, which should make for some pretty varied gameplay. There are bound to be some tricky puzzles too.

▶ By puffing out his cheeks, Wario can get to the places that other evil bad guys just can't reach.



▲ In a situation like this, we'd be tempted to drown Wario.

▲ Just when you thought that nothing could be uglier than Wario, up pops this ugly plant monster. What a looker.

We think...

Wario Land 4 has gone down a storm in Japan, and there's no reason to think he won't have the same impact over here, because this game's got quality stamped all over it.

No Rules

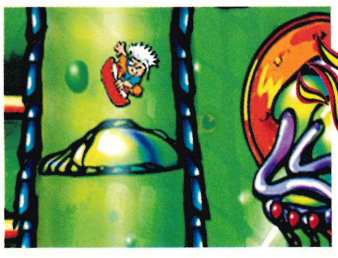
Skateboards, catapults and 'orrible alien slime all play a part in No Rules, a skateboarding game with real attitude.

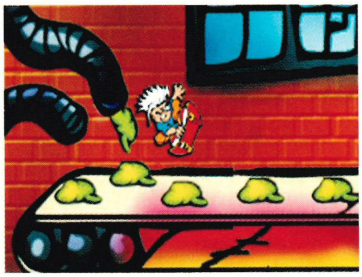
The game stars One Eye Jack, a feisty little skate fiend who's the leader of the notorious No Rules skate posse. All the posse's hang outs have been invaded by a bunch of skate hating aliens, and it's up to One Eye Jack to see them off with his awesome skate skills and trusty catapult. You just couldn't make this stuff up!

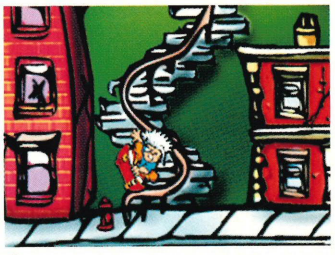
GB ADVANCE new

◀ The game has a really cool street look to it. The backgrounds look like graffiti artwork.

▲ If you didn't like the realistic style of Tony Hawk's, this could be right up your street.
▶ We're not sure what that green stuff is, but we reckon it could be bad for you.







▲ No skateboarding game would be complete without some crazy grinds.

Breath of Fire

● Massive adventure ● Classic update ● Many enhancements

Game Info

By: **Ubi Soft**
Type: **RPG**
Release: **November**

The Breath of Fire series of RPGs has been around for absolutely ages, winning fans with its in depth story lines, mountains of characters and classic RPG style battles.

The forthcoming GBA Breath of Fire game is in fact an enhanced version of the very first game that appeared on the Super NES. Improvements have been made to the look of the characters and cut scenes, as well as adding new minigames.

As you'd expect, the story is very complex, and full of unexpected twists and turns. The basic idea is that you play Ryu, a member of the Light Dragon Clan, whose survival is threatened by the evil Dark Dragon Clan. Ryu must travel through his land to find a band of warriors brave enough to defeat the Dark Dragon Clan's leader, Zog, and find Ryu's long lost sister.

▲ Skelatons on horseback can mean only one thing, and that's a battle. Prepare your squad for a fight to the death.

▲ As with most RPGs, there'll be some happy wandering with your merry band.
▶ The turn based battle sequences will test your military planning to their limits. Each of your hardy adventurers has a useful skill to master.

▲ There'll be loads of strange creatures to battle.

▲ That cloaked enemy would be a match for anyone. Let's hope that the mighty warrior has got the strength to win.

We think...

RPG fans should be really excited by this because when it comes to sprawling adventures and deep story lines, Breath of Fire is right up there with the best.

Shaun Palmer's Pro Snowboarder

We just couldn't resist showing you some new screens for Activision's much hyped GBA extreme sports sim, Shaun Palmer's Pro Snowboarder.

As you can see, the game is shaping up nicely with some very cool looking snowboarding environments. And we're told there are literally hundreds of tricks to pull off. Bring on the snow!

▲ Sick tricks abound with the bad boy of snowboarding.
▶ Grinding along a tram seems like a good idea to us. Go Shaun.

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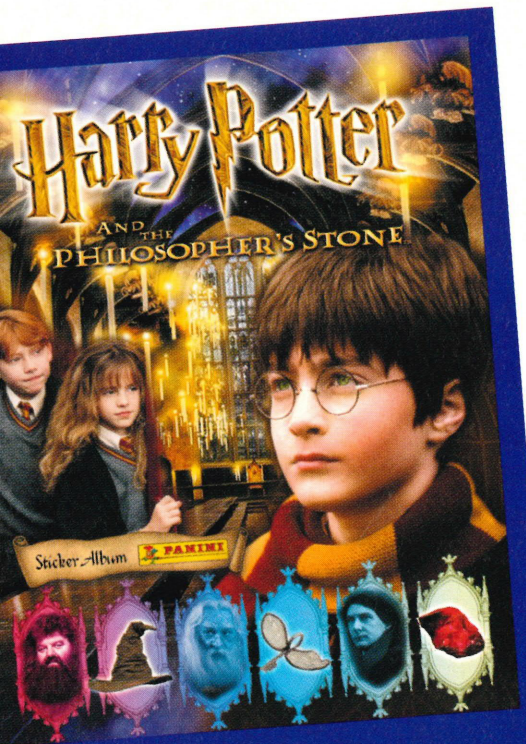
Mario



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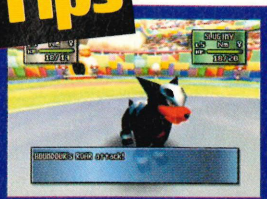

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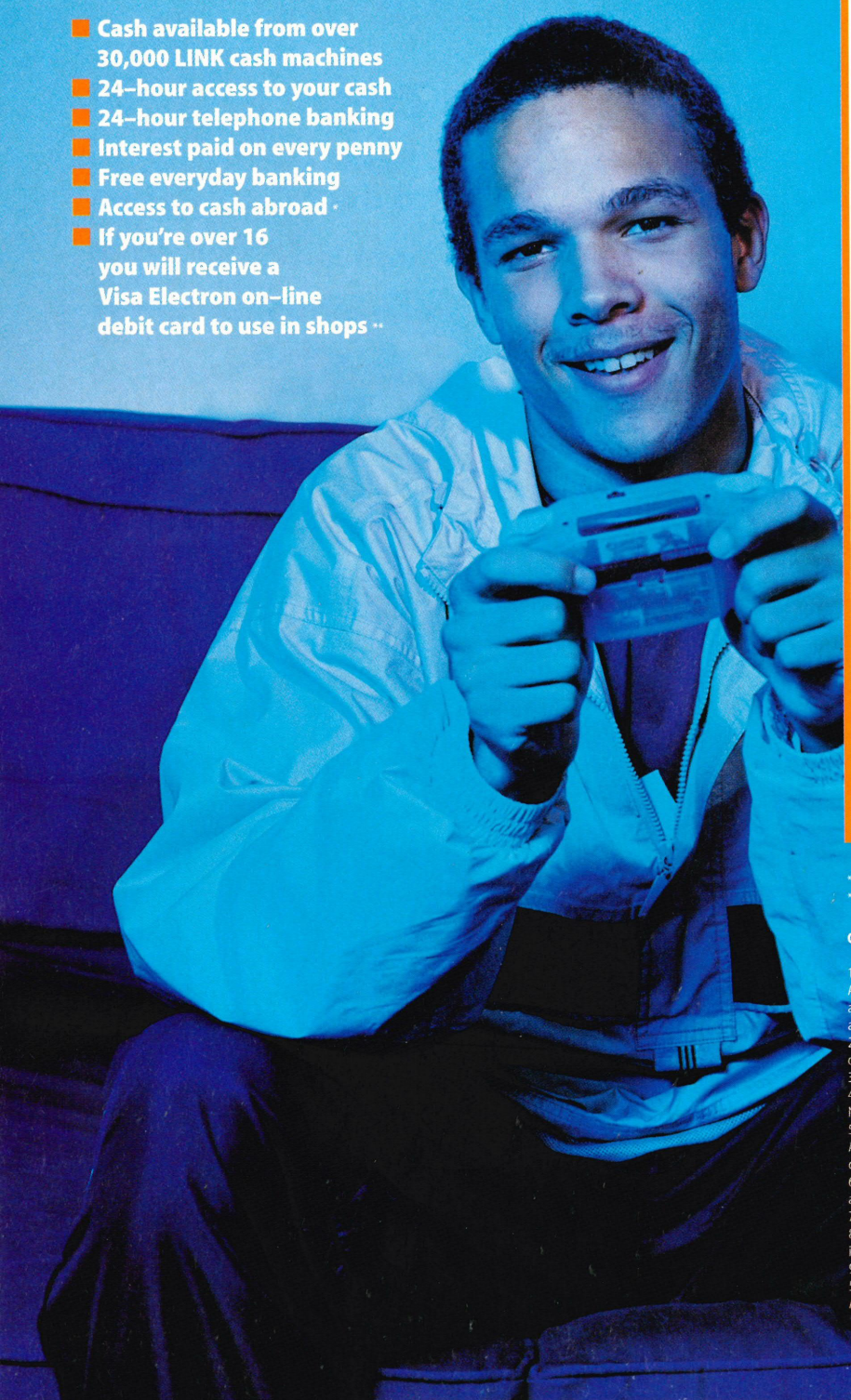

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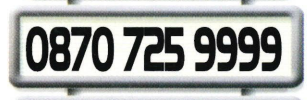

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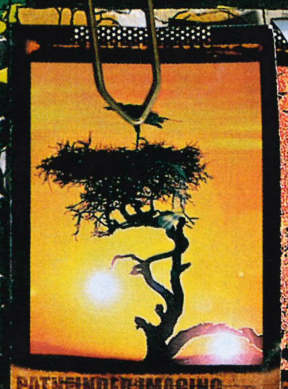
THIS IS THE JOURNAL OF KIT SCOTTESQ, EXPLORER AND PILOT, AGED 10 2/3.



ANOTHER KHUNA BIRD - UNFORTUNATELY NOT THE ROWNTREE THOUGH. 1

FOOTPRINTS AND STRANGE TREE DRAWN BY THE CREATURE.

Well, now I had a key, but no idea what it unlocked. As the vegetation thinned out to become rocky desert, I spotted a small black creature. It seemed to be drawing in the sand in front of an imposing temple carved into a rockface ahead of me. Turning as if to make sure I had seen him, he scampered inside. On closer inspection I discovered he had been drawing a clumsy picture of a tree with five blobs that could be fruits. Certain that the creature must know something about The Rowntree I followed the clawed footprints into the cool darkness of the temple.

THINGS I HAVE COLLECTED ON MY JOURNEY:
- A LARGE KEY.
- VARIOUS MAPS.
- A CROW'S FEATHER.
- AN OLD COMPASS.
- FRUIT PASTILLES.
- FRUIT GUMS.
- BURSTING BUGS.
- ANCIENT PARCHMENT.
- SORE FEET.

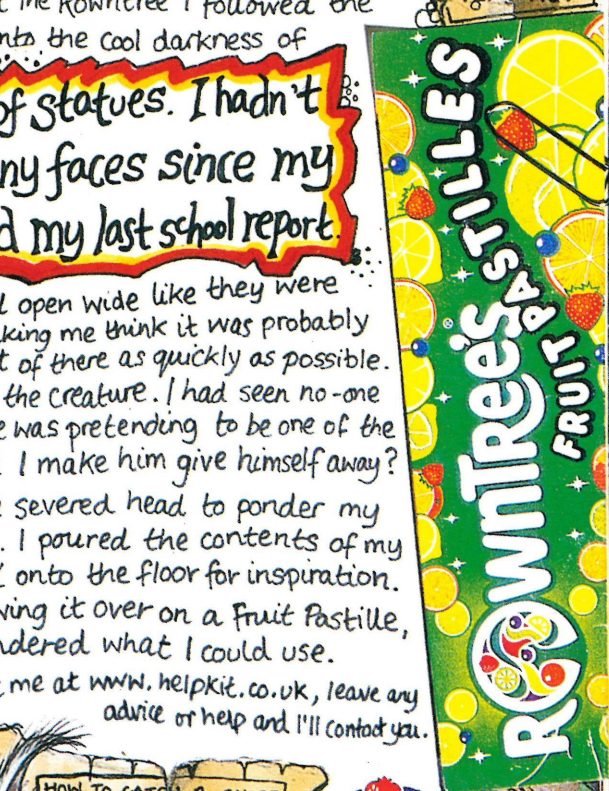
DAY 27
DESERT
VERY HOT

The place was full of statues. I hadn't seen so many stony faces since my parents opened my last school report.

Their mouths were all open wide like they were screaming in fear, making me think it was probably sensible for me to get out of there as quickly as possible. But first I must find the creature. I had seen no-one leave, so I figured he was pretending to be one of the statues. How could I make him give himself away?

I sat on a stone severed head to ponder my dilemma. I poured the contents of my satchel onto the floor for inspiration. Chewing it over on a Fruit Pastille, I wondered what I could use.

Visit me at www.helpkit.co.uk, leave any advice or help and I'll contact you.



THESE CREATURES SEEM TO TURN TO STONE WHEN STARTLED

HOW TO CATCH A GHOST

WHEN I WAS BACK IN THE RUINED CASTLE, TRYING TO CATCH THE GHOST, I WAS HELPED BY A READER WHO SUGGESTED I SQUEEZE BURSTING BUG GUTS ONTO THE FLAGSTONE AND THEN FOLLOW THE STICKY FOOTPRINTS. IT WORKED AND I FOUND THE HIDDEN KEY.

SEARCH FOR THE ROWNTREE

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